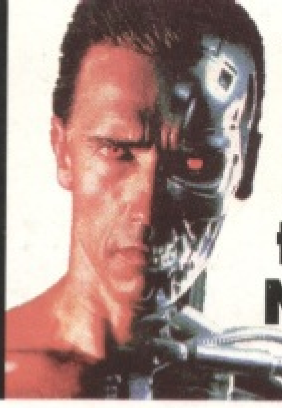
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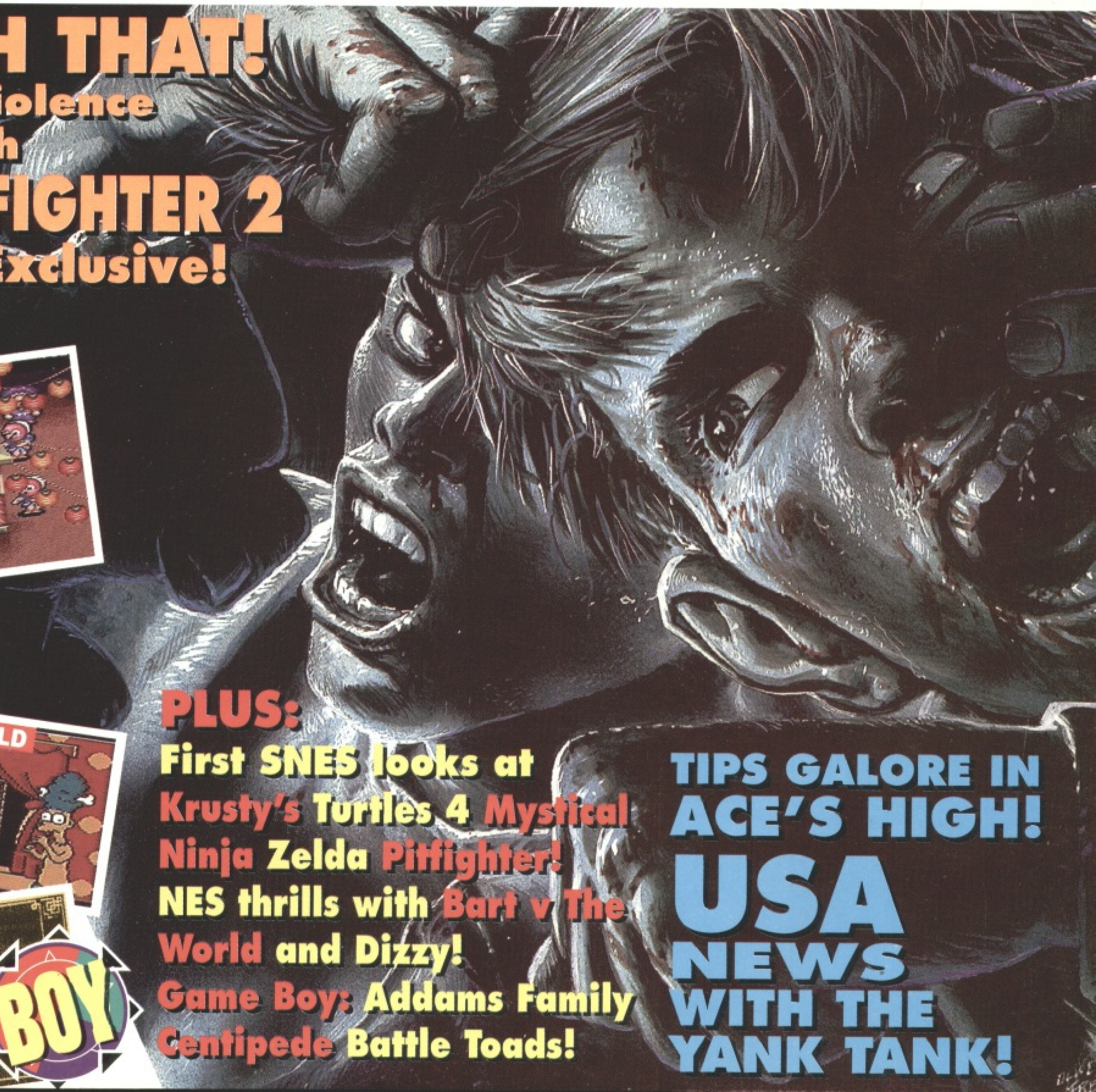
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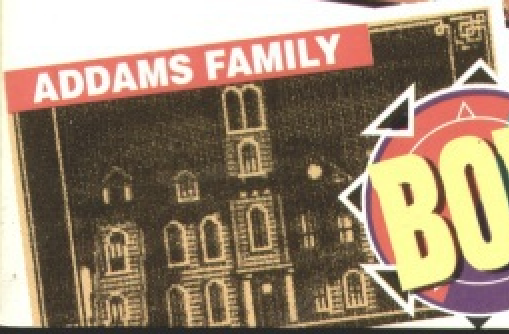
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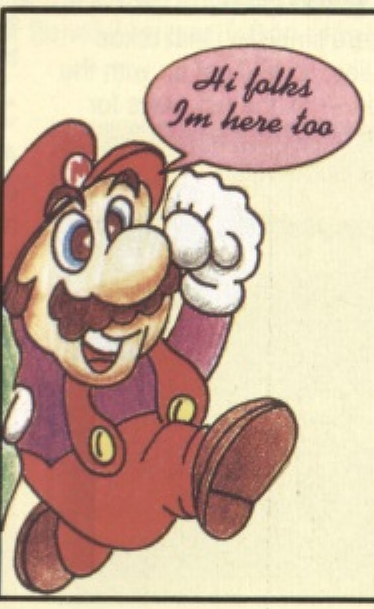
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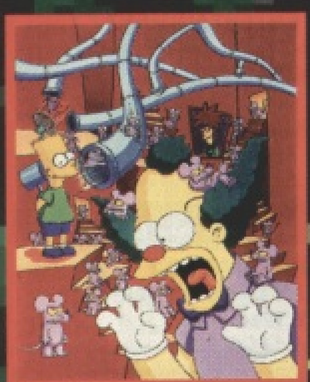
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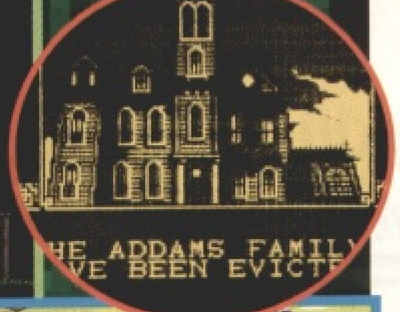
Streetfighter 2 (SNES)
At last! The long-awaited conversion of this classic coin-op fights its way onto the SNES with more violence, mauling and arse-kicking than you've ever dreamed of. Check out our EXCLUSIVE look on PAGE 12!



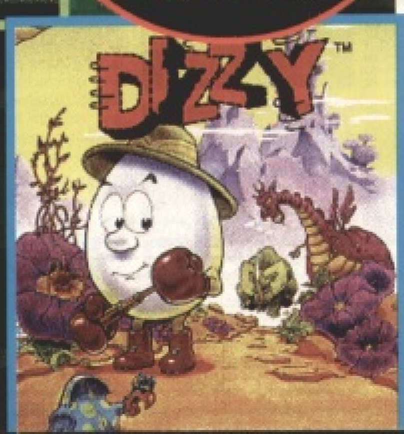
Krusty's Super Funhouse (SNES)
Time for some riotous clowning around as Simpson-mania continues with this Krusty offering from Acclaim. Tune into our EXCLUSIVE on PAGE 40!

Addams Family (GB)
They're ooky, they're kooky… yeah yeah, you've heard it all before but you've never seen a Game Boy review on it, so dash to PAGE 48 for our fantastic first look!





DIZZY (NES)
The inventors of the wicked Game Genie certainly know how to crack a thing or two, that's why they say: 'Izzy wizzy let's kill Dizzy'. Alternatively, turn to PAGE 52 for our cookin' eggs-clusive from Codies!



Regular Street

8 Sex, lies and video games
Okay, so there's no sex, that takes care of the lies, so lets get on with the video games — all the hot news for game fiends only, including all the latest on the Super NES!!



16 SuperScope!



Marshal M Rosenthal gives the low-down on the ins and outs of Nintendo's latest butt-breaking laser blaster!

21 Win New York!



Cash in on Acclaim's *T2* triumph and scoop yerself an incredible holiday in the Big Apple!

24 The Yank Tank
Manic Marshal M Rosenthal fills you in on all the latest 'n' greatest from the good ol' US of A with news of *Choplifter II*, *Ren & Stimpy* the new MaxiVision Power Cartridge and a few Game Genie gems!



28 Critical Aclaim
Ed pulls her head out of the gas oven and moseys on down to Acclaim LJN to bring you all the hottest gossip!

30 Bitz 'n' bobz
All you ever wanted to know about a choice few Nintendo peripherals (but never dared to ask)! Including the amazing hands-free U-Force.



32 Ace's High!
Ace is the best gamesplayer in the entire universe — that's what he says, anyway. And on these pages, every



month, he shrinks his head to room size to spill more beans than Heinz with hard-hitting hint, tips 'n' cheats for the SNES, NES and Game Boy!



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42 Fab poster!

Fab free 'fing to slap on yer wall courtesy of the man wot does the pix, the greatest artist of all — Oli Frey!

36 Star Wars tips

Review, tips 'n' stonkin' compo all rolled into one with ten limited edition Darth Vader posters to be won from Lucasfilm!



At N-FORCE we're looking forward to *Return of the Jedi*, but in the meantime win this huge D Vader Esq poster!

76 Best of British



Now you've got your SNES, what're you going to play on it? Check out our in-depth nose around all the mega-tastic official British releases coming up soon, including *Lemmings* and *Castlevania IV*!

82 S.O.B Stories

Your letters are so very important to us (it's the only laff a month we get, reading 'em) that we promise to answer them faithfully, honsetly and with deep integrity!

Meet the gang of, er... three!

Well, there are a few more of us, actually, but this lot were the only ones to turn up on orders from Ed for a session with Shade's video camera. Left to right, they are — oh hang it. Simply turn the page to see what everyone looks like (through the rose coloured, and smeary spectacles of the N-FORCE camcorder, courtesy of Apple Macintosh frame grabbing). But these three are the ones that count (that's what they have fingers and toes for), cos they're the ones that get the reviews written. It's either that or they get fired. Simple, huh?



N-FORCED!

Reviews in full!

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A Force to reckon with...

Chill out game fiends cos here's the nutters in the know! They're rad, they're bad and totally mad but boy can they play games! And they're here to give you the low-down on the hottest, hardest mag for Nintendo fans in this, or any other, universe...



ED (Lucy Hickman) — Captain Top Cat
A cool blond with a will of iron and a Wilkinson Sword tongue. Famous for giving **withering** looks (which reduce grown men to blithering basket cases), this girl's harder than the Star of India and a lot brighter. Welds the team together with charm, **gentle** persuasion and a knee in the goolies when necessary. Hails from somewhere south of the North Pole.

'R' (Roger Kean) — Corporal Punishment
He Who Must Be Obeyed without question and pretty damn quickly. Rumour has it, he **smiled** once but the plastic surgery costs incurred fixing his cracked face proved too expensive so he's stopped. Used to be an atheist until he realised he **was** God. Likes being a miserable bast, a very miserable bast and downright monster (but only with the lights off).

ACE (Chris Rice) — Minor Tipster
Utterly, totally and unquestionably **the** best games player in this (or any other) universe. Used to be a judge's flunky but got fed up of driving through Kings Cross. Ace, 24, wears poxy baseball hats to keep his one brain cell stabilised. Hates anyone south of Manchester (and north of Preston).

OZ (Doug Green) — General Irritant
Hails from Australia where people walk around upside down all the time and **men are men** and wallabies are nervous. The 25-year-old speaks with an irritating Aussie drawl which drives the whole crew **NUTS**. But since he's a macho type who couldn't give a Castlemaine XXXX, he usually just makes like a kangaroo and bounds up and down on people's heads.

SHADES (Nick Roberts) — Lieu Cool Dude
Known as the Ice Man (fetish: jumping in freezers), Shades is so cool that Eskimos squat up his right nostril. Has sunglasses superglued to his nose and is the only man ever to wear a mirrored cod-piece. Unfortunately, t'yungun (19 with matching number of zits) hails from Ludlow which blows his street cred **straight** out the window! Has difficulty getting girlfriends cos he can't find anyone he loves as much as himself!

CHIP (Charlie Chubb) — Lay Ab-out
One of those teeny-bopper flunky types responsible for making the mag look **slick** 'n' rad (or not as the case may be). Chip, 18, was kidnapped from the depths of Shropshire, dragged into N-FORCE and hasn't forgiven us since. He's a fair type of dude though (particularly the bleached bits on his bonce) — he hates everybody equally!

DOODLE (Oli Frey) — Admirable Drawist
The only man around with **any** talent, Doodle's one of these autistic, er... sorry ... **artistic** types who's not happy unless he's scribbling something — wherever he might be. This has made for some pretty neat bog roll but didn't amuse Shades when he stood next to Doodle in the urinal... **indelible ink as well!**

It must be a dream!

Why we've done it, we just don't know — cut the price of our first stupendous issue down to a measly 99p, packed with the best reviews, previews and news around, AND thrown in a fantastic FREE ticket* to see one of the hottest films of the year — *The Lawnmower Man* — at ANY Odeon Cinema showing it in the country. We must be barking mad! We wanted to give you game fiends the ultimate to celebrate the launch of the greatest ever mag for Nintendo freaks — and we've done it! (In fact we're so damn good that we've even got our own national radio show on the brilliant Atlantic 252 — check out the news pages for details).

Next month though, we're back to the normal price of £1.95. However, let's face it, this is better value for money than any other mag, cos N-FORCE simply *is* the best. Now stop sulking — for that price we're gonna throw in four limited edition postcards and give you a once-in-a-lifetime chance to join the elite N-FORCE club — with a personalised card to prove it. This'll give you loadsa money-off special offers, starting with a quid off The 6th International Computer Show in Wembley on July 10-12. Anyway there's the facts — like it or lump it (but we just *know* you're gonna LOVE it!!!)

*You get a free ticket if you buy one other ticket at full price.





GUNNS (Carl Rowley) — Mass Murderer
Man mountain — 6ft 8ins of pure muscle (with a few user-friendly crabs thrown in). **Most** people are nice to him cos if they're not, he rips their heads off. Gunns, 29, is partial to furry animals and furry people — **specially** if he's shot 'em. Fave bed-partner: a 16in naval gun. Hobbies include disembowelling and causing pain.

MARSHAL (M Rosenthal) — Major Contributor
One of those American types (nobody's perfect), he teleports himself into the N-FORCE base with the latest news from The Big Apple, giving everyone a heart attack cos they think **Saddam Hussein**'s come to call. Excitable, Marshal should be in the Guinness Book of Records for the most words spoken a minute — though no-one understands him cos of his broad NY accent!

Launch Editor **Lucy 'Ed' Hickman** Production Editor **Doug 'Oz' Green** Assistant Editor **Nick 'Shades' Roberts** Staff Writers **Chris 'Ace' Rice, Carl 'Gunns' Rowley** Contributor **Marshal 'Danger Boy' M. Rosenthal (USA)** Art Director **Oliver 'Doodle' Frey** Designer **Charlie 'Chip' Chubb** Screens **The N-Forcers** GB Screens **Franco 'Futuristic' Frey** Repro **Rob 'Jim Bowen' Millichamp** Written and produced entirely on Apple Macintosh computers using Quark XPress, Adobe Illustrator, Adobe Photoshop and Microsoft Word, scanning by Microtek and Hewlett Packard.

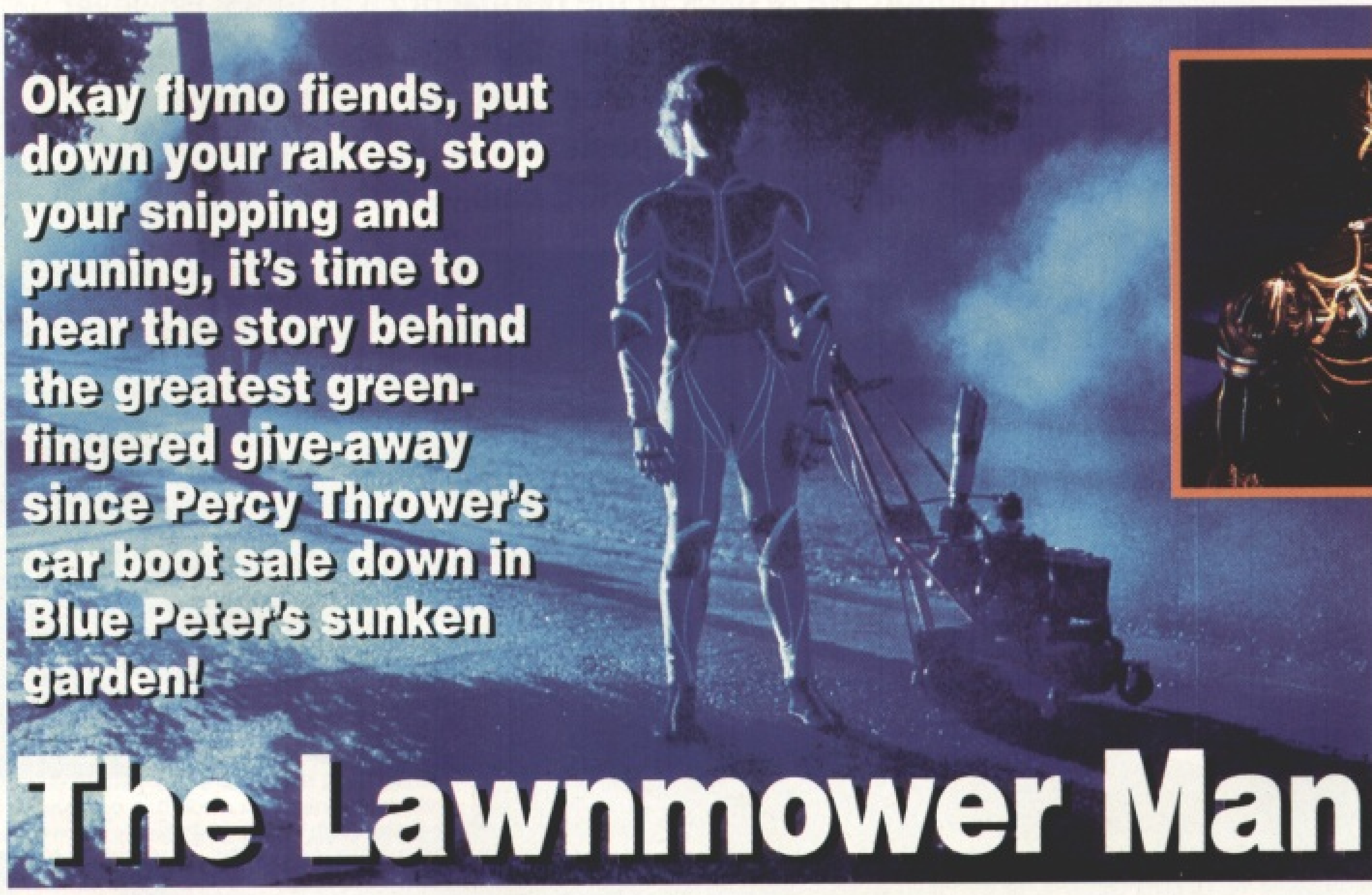
Advertisement Manager **Sheila 'Jumpy' Jarvis** Sales Executive **Jo 'Nicholas' Guest** Ad Production **Jo 'Mo' Lewis** Production **Jackie 'Rent-a-Flap' Morris** Marketing **Eddie 'Long Wave' McKendrick**

All departments: Phone: 0584 875 851 Fax: 0584 876 044
Europress Impact Limited, Ludlow, Shropshire, SY8 1JW

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Sex, Lies & Video Games





Okay flymo fiends, put down your rakes, stop your snipping and pruning, it's time to hear the story behind the greatest green-fingered give-away since Percy Thrower's car boot sale down in Blue Peter's sunken garden!

The Lawnmower Man



You may have noticed the free (yep, FREE!) t'riffic ticket* worth £3.75 sprouting out of our front cover? It's bloomin' marvellous and gets you into the biggest 'n' bloodiest horror highlight this century — Stephen King's futuristic thriller, *The Lawnmower Man*.

And guess what? Those on-the-ball peeps at Sales Curve have picked up the licence to this box office smash hit and are turning it into a smash hit console game.

Hoe hoe hoe

The movie's set to stun with mind-numbing virtual reality effects and superb computer-generated sequences, which even outdo the amazing special FX of *T2*, never before seen on the big screen.

Lawnmower Man, Jobe Smith (Jeff Fahry) is a man with the intelligence of a six-year-old (sounds a bit like Gunns). Pierce Brosnan (phwooooar —Ed) plays Dr Lawrence Angelo, a brilliant scientist who believes he can help Jobe attain advanced intelligence through virtual reality and a revolutionary new drug he's discovered.

The results are stunning! Unfortunately, one dark and disastrous night things go just a little too far…

Directed by Brett Leonard, the movie examines the untapped power of the human mind and explores what happens when it's combined with a multi-powered computer environment.

Rake it in

The movie pulled in £4.5 million in the first three days of release, making it the largest grossing British film in the US for three years *and* the biggest independent success — raking in more than £22 million so far!



The Lawnmower Man pictures courtesy of FIRST INDEPENDENT



Big Ed blows out her cheeks in pride at being next to Pierce Brosnan — soppy sod!

*Free if you buy one other ticket



Big news for SNES fiends

English-made Super Nintendos will soon be compatible with *any* SNES game ever made — including American and Japanese carts. Costing just £30, a special adaptor, due for release as this mag goes to print, means game fiends won't have to wait months for the official UK release of top SNES games like *Super Smash TV*, *WWF*, The Addams Family and the stunning *Top Gear*. (See next edition for more details on this brilliant racing sim!)

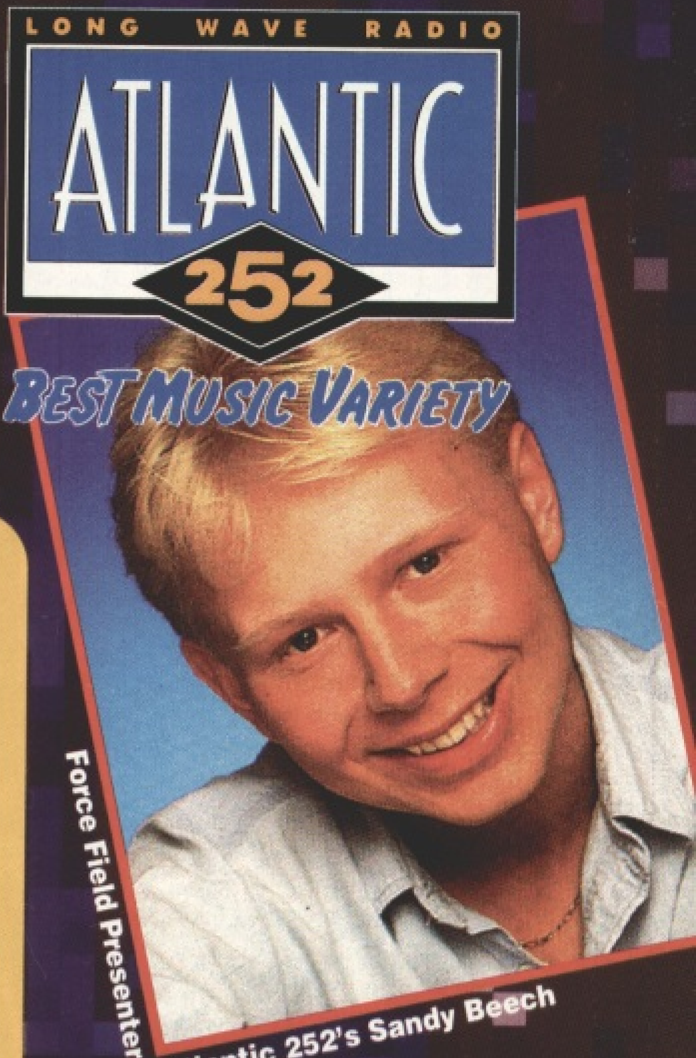
If you've been put off the UK 16-bit Super Nintendo because of its non-compatibility with many US or Japanese games, or the slow game release schedule in the UK, then the adaptor could answer all your prayers. It'll be available from specialist games outlets throughout the country.

Wired for sound

Stave off unpleasant N-FORCE withdrawal symptoms and keep in tune with the cookin' crew until the next ish hits the streets with our hot new Long Wave Radio Atlantic 252 show. Coming to you live every Wednesday night from June 3 onwards at 8.30pm, Force Field is the world's fastest moving radio show featuring an explosive mix of Nintendo game news, reviews and previews.

Presented by blond bomb-shell, Sandy Beech (surely some mistake! —Ed), there'll be stacks of N-Force stuff up for grabs — T-shirts, baseball caps, subscriptions — we got the lot. There's even a chance to win some N-Force Knockout games! To stand a chance of winning on Force Field just:

- Press the LW button on your radio
- Twiddle your knob until you're picking up 252 loud and clear
- Sit by the phone and wait until the lines open
- Dial 01 03 534 636 655
- Address: Long Wave Radio Atlantic 252, PO Box 252, London, W1E 2RA.



Force Field Presenter

Atlantic 252's Sandy Beech

How old's Sandy, baby-faced presenter of the Force Field radio show? Give us your idea (to the nearest month), and the first 50 correct entries out of Big Ed's capacious bonnet get a free Atlantic 252 car sticker. The draw's on 2July, and send entries to LOOK AT THAT SANDY BEECH, N-FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW.



Ed went to see a sneak preview of the movie in Leicester Square, London, the other day. Unfortunately, she couldn't tell us what it was like cos she met Pierce Brosnan afterwards and hasn't been able to speak since — all you can get out of her is this hideous grin and a dreamy expression in her eyes.

Smelling of roses

Sales Curve were offered the licence to produce the game before the film was even released and leapt at the opportunity!

The company has no firm program design as yet but Sales Curve's Nadia Singh said her team is determined the release will do justice to the film.

She's confident Sales Curve can capture the vivid cinematography and hi-tech atmosphere of the movie and incorporate this into a strong visual computer title.

N-Force will bring you more gory news on the conversion ASAP. Watch this space, as they say, for further entrails... sorry, details!

RENTALS: FACE OF THE FUTURE?

Nintendo machines owners should soon be able to rent games, if predictions from the industry are correct. Leading UK games company Acclaim is currently looking at renting a range of titles. Although no firm decision has been made, marketing director Larry Sparks said the matter was under careful consideration.

In an interview with N-FORCE, he said he believed games rentals were only a matter of time, and that it would provide a boost to the industry in general.

'We're looking at the overall situation — the matter is being discussed internally at the moment,' said Sparks.

'The industry has to continue to move with the times and grow if it is to maintain its position. The sooner rental comes on board the better.

'I believe it'll take only a matter of months before rental is in place. I can't see it taking longer than that.'

Rentals would give Nintendo games fans a chance to look at titles before they bought them. Sparks said this would force software publishers to bring out quality products.

But he doesn't believe that a rental market would stop people buying games.

'If people are paying two or three quid per night to rent a cartridge and it's a good game, they won't finish it in that time so they'll think they might as well buy it,' he said.

'Rentals will stimulate demand to purchase products and can only have a positive effect — not a negative one.

'I think the days of bringing out sub-standard games are numbered. You can't fool the public forever.'

'At the moment we stand publicly alone in this view, but in private there's a lot of people who agree with us.'

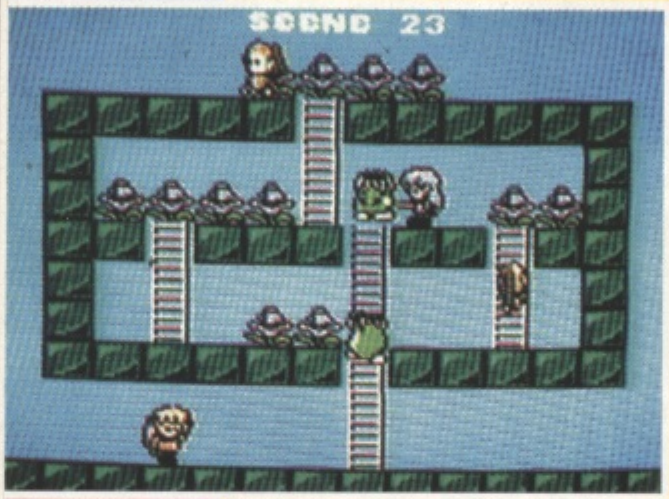


GOING CHEAP

The boffins at Nintendo are releasing a new NES bundle on the unsuspecting public. For only £49 you can get your hands on an NES console and one controller but no free games. So instead of being lumbered with a game you probably won't like anyway, you can spend yer cash on one you'll love to death!

Only £49 for a console can't be bad can it? The only trouble is that many of the games for it will cost more than the machine!

A fairie's tales



We sent Ace to London cos he hates the place — 'It's down South and it's full of cockneys' — but he's well into fairies. Which is just as well since he got to meet the lovely Nadia from Sales Curve to talk about their spanking new NES conversion of the classic coin-op, *Rodlands.*

To get him over his shock of being in the big smoke, Nadia bought Ace a burger (no limit to *her* expense account!) as she told him about the mighty fairy platform romp.

If, like Gunns, you get your kicks bashing cutesy characters on the bonce with an oversized club, this cart's for you.

It's going to be an absolute stunna, so watch out for our review, coming soon…





Rodlands boasts loadsa platform-romping levels. The three shown here, from top to bottom, are scene 23, scene 6 and scene 12.



Gunn's Garbage

Hubba Hubba gun lovers — it's a big 12-bore welcome to Issue One of the only mags around to bring you up to the minute news, views and comment from the world's number-one matricidal mauler.

If you want to know all there is to know about high velocity personal protection, furry-animal maiming and even some stuff about them console jobbies, you can't afford to miss… **GUNN'S GARBAGE**!

But down to brass tacks, let's talk grease nipples and breach blocks. This ish we go behind the scenes with the galactically-acclaimed N-FORCErs to check out their own choice of powder propellant pals.

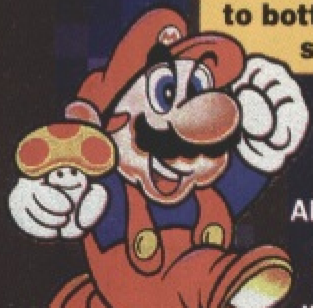
■ **SHADES** is a smooth dude and so plumped for the 9mm FN Browning Hi-Power, 1935 pattern. It carries 13 high penetration rounds plus one up the spout and doesn't spoil the line of his suit.

■ **ACE** has an appalling aim and so went for a handy-sized grenade which he can keep in his athletic underpants to impress the girls (now that's what I call a bang!).

■ **OZ** is partial to the low-velocity, re-usable, fire and forget down-under bent stick (Boomerang, in case you're wondering).

■ And as far as **ED** is concerned, well she just likes whips.

And there you have it. So long for this month and remember, always keep the safety OFF!



Hot stuff!

All Nintendo owners who returned the Club Nintendo card they got with their machine will no doubt be aware of the great Nintendo hotline. But did you know that it has now been updated and improved to include help and advice on the SNES?

The hotline is available 12-8pm Monday to Friday and 10am-3pm on Saturday and Sunday to answer questions on Game Boy, NES and SNES. Phone 0703 652222, but don't forget to ask the person who pays the bill first!



The Hotline

Club Nintendo

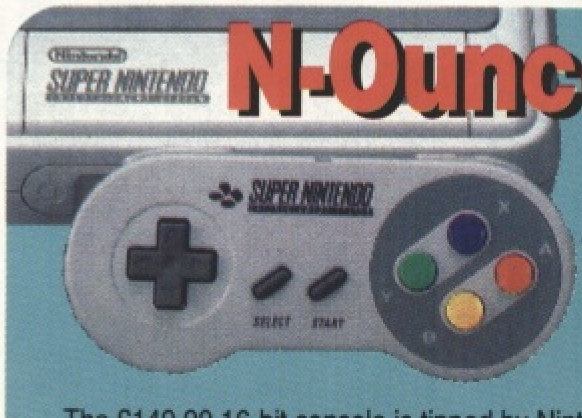
CD SECRETS

A CD-ROM machine for the Super Nintendo! Yes sirree, it's the hot news in Japan at this very moment. It vastly improves upon the performance of the Sega Mega-CD by enabling the console to process graphics and sound while information is loaded from the CD. This means that smoothly running CD games will soon be available with CD access lasting no more than 1.3 seconds! Games that are planned for a simultaneous release on CD format are *Mario* and the latest in the *Zelda* saga. Hold on to your seats and look out for some amazing SNES masterpieces coming soon on a CD near you!



Marshal Rosenthal was busy at January's CES. He'll be there again in June, to bring us another report on the latest developments…

N-Ouncement



Here at last! After many excruciating months of agonising frustration, the flagship Nintendo system, affectionately known as the SNEeSe, attishoo! (Bless you —Ed) has arrived.

The £149.99 16-bit console is tipped by Nintendo's UK distributor Bandai, to sell 650,000 units by the end of the year — and a million software sales in the same period. That'll mean a staggering 3.25 million households with 4-15 year-olds will own an SNES, NES or Game Boy! Despite the recession, the SNES is already off to a great start with 25,000 sold in the first 10 days since its release!

Mike Hayes, Nintendo's British marketing director, confidently proclaims: 'These products are recession proof. Parents will never let their kids suffer.' Right on! Their confidence will be strengthened now that top electronic retailers Dixons have done a massive U-turn. They had originally refused to stock the machine. But the two appear to have settled differences and Dixons are now going full steam ahead on the SNES front, with a high profile official launch in London.

The chain are converting the £149 *Super Marioland* pack into a £169 bundle of the hardware and the SuperScope peripheral **(see page 16)**.

There are only 100,000 units available initially, so if you want the most powerful console money can buy, better get down the shops pronto! Everything about the SNES smacks of super. Loaded to the brim with sackfuls of features this console could run for prime minister — at least the colour's right — grey!

The multi-function eight-button joypad allows access to over 200 different moves! You can plug it into a normal TV or via a Scart Eurosocket. If you're a boring boffy type who's into all the jargon, take a shufti at the complete run down on all the super specs.

CPU: 16-bit 68000
Work RAM: 128K
Picture processor: Custom 16-bit
Colours available: 32,768
Colours displayed: 256
Screen resolution: 512 x 448
Maximum sprites: 128
Maximum sprites/lines: 32
Maximum sprite size: 64 x 64
Minimum sprite size: 8 x 8
Hardware modes: rotation, scaling, colour layering 8-bit
Sound: 8-chanel PCM digital stereo

It's Showtime!

THE 6th International COMPUTER SHOW

Wanna see the latest an' greatest in the computer/console world? Wanna take on the Ace of N-FORCE in a hard-hitting challenge? Get shot by Gunns? Or even kissed by Shades (girlies only)? Yes? Then get yer butts down to **The 6th International Computer Show** for some non-stop N-FORCE action.

We'll all be there at the Wembley Conference and Exhibition Centre in London, from July 10-12 with our fabbo-mega stand —The Forcefield Plaza (It's the size of a football pitch, well nearly) — to bring you the latest tips, news and ammo in the Nintendo world.

We're staging Ace challenges throughout the show, with a grand finale N-FORCE vs SEGA FORCE challenge to round it off — be there to witness the final humiliation of Paul 'Sega Force Official Bighead' Mellerick getting his arse whoped — on the Mega Drive!

You'll also get blasted with all the best sounds at our stand — with the damn loud presence of Long Wave Radio Atlantic 252.

And if you get bored of us (perish the thought!), there are scores of other stands to nose around — all the latest on hardware, software, peripherals and consumables in the biz.

See y'all down there and don't forget to scoop up yer second ish of N-FORCE (on sale July 2) pronto to get yer quid-off voucher for entry to the show!

Populous Squeakers

What peripheral's missing from the Super Nintendo? A hydraulic rotating chair? Self-destruct with built in dynamite? Nope. It's everyone's favourite icon controller — the mouse.

Not missing for long, though, as the Japanese sister of the SNES, the Super Famicom, is ready to launch one in September which will plug into the joypad control port.

The first mouse-compatible game to be launched in Japan will be *Populous II* with special versions of *Sim City* and *Dungeon Master* and a fantastic art design package on their way. American and European launches should follow in the near future. Stay tuned to this channel for more info...

Sad Bastard Of The Month



Meet Paul 'Graham' Mellerick, SEGA FORCE reviewer and N-FORCE's official Sad bastard Of The Month. Paul won this highly acclaimed award for being a big-headed git and a complete dork. We want you to knock him off his cack-covered pedestal. So wing some photos of either yerself or a mate looking like a complete plank to: SBOTM (pronounced 's'bottom'), N-FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW, and you could win a *mystery prize*!

N-ratings explained!



PRESENTATION: everything apart from the game itself! Title screens, intros, cinematic 'tween-screens' etc.

VISUALS: everything you see onscreen during the game — animated sprites, backdrops, screen scrolling, the lot!

SONICS: the music (intro and ingame) and sound FX — not just their quality, but how suited to the game style and scenario they are.

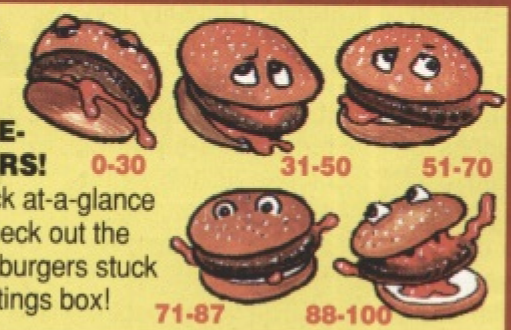
PLAYABILITY: how enjoyable the game is for the first few goes and how easy it is to get into and understand what the objectives are.

LASTABILITY: how addictive the game is. How long will you be playing it? Does it offer a strong challenge?

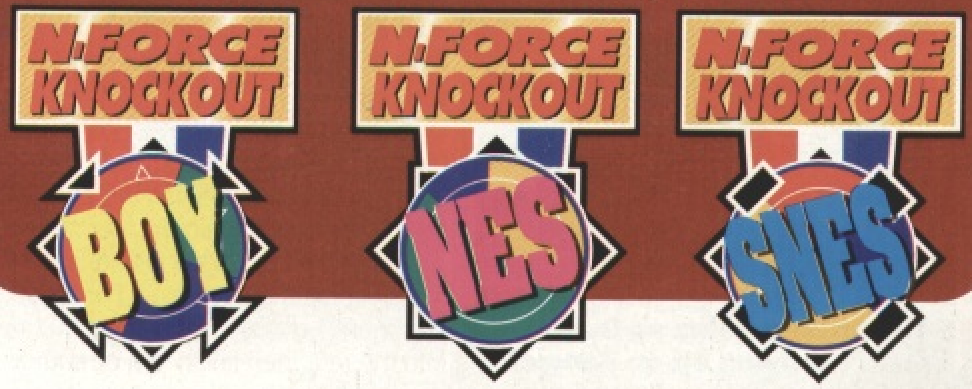
FORCE: This is the average of the reviewers' individual overall ratings, but not necessarily of all the other specific ratings.

CHECK OUT THE DOODLE-BURGERS!

As a quick at-a-glance guide, check out the little hamburgers stuck on the ratings box!



Games with a FORCE score of 90% or more get a KNOCKOUT medal, these are ones you MUST have!



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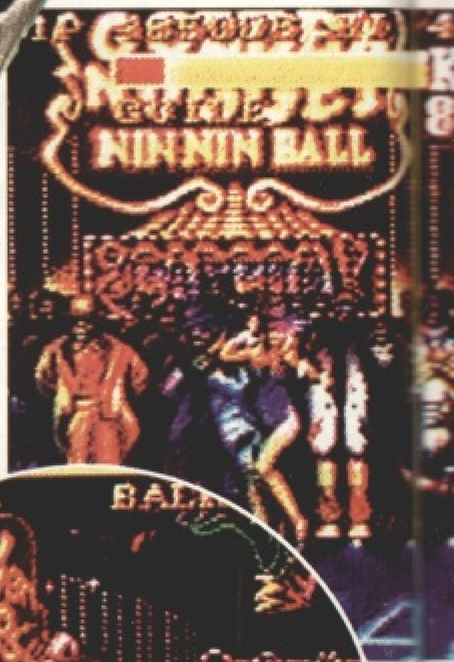
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N-FORCE THE UNOFFICIAL ACTION MAG FOR NINTENDO GAME FIENDS!







SNES

Streetfighter

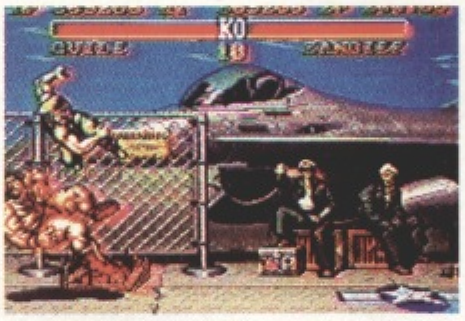


Being mean, fighting dirty and never showing any mercy — MARSHAL and the latest from Capcom have a lot in common...

No preamble, no cutsey little story of maidens in distress, and no more Mr Nice Guy. Forget it — it's just you, *Streetfighter 2*, and a whole packet of pain.

You're in for the biggest hammering of your life, with more violence, mauling and arse-kicking than you can ever imagine. If you've still got teeth left after this there's something diabolically wrong.

It's one of the latest offerings for SNES owners and boy is it bad. Just like the coin-op — only meaner and nastier. Eight fighters in six countries — each with awesome speed and specialized martial arts skills. Each out to kill, using feet, fist, head, special powers. Are you man enough for this (er...'fraid not —Ed)?



The military relax as Guile makes a flying hit on Zangief.

No pansies allowed

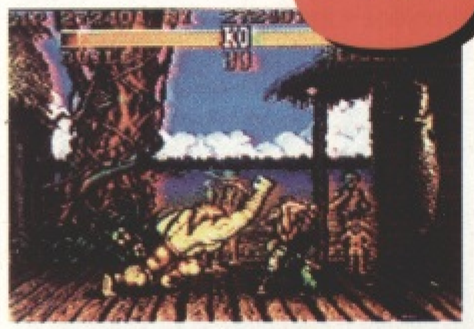
We'll soon find out. Select a character, pick a country, and cut loose. Difficulty level? — forget it. There is only one — HARD. If you're a banana milkshake-sipping, blouse-licking kinda wimp, go play *Mario* and stop wasting our time.

A nice piece of work with well defined graphics

The action begins with a loud digitised 'FIGHT' screamed out from your machine. There's no turning back after that, buddy — you're on your own.

Nothing to hide behind, nothing to pick up and toss (although a few boxes and signs do come in handy for battering people against).

Three tries to be the winner, each match complete unto itself. Drive your opponent's energy meter up at the top into the red, then finish 'em off with a butt to the head, or a swift kick in the you-know-whats. Hitting below the belt is a good way to bring tears to their eyes. Don't even think about being nice.



Blanka, the Beast from Brazil makes with the big fist...

Just like in the arcade version, that final blow causes the loser to crash spectacularly to the ground in slow-mo, chewing up dust clouds before lying still in defeat.



Each of the eight fighters from across the globe can perform some magic moves, and they all have their favourite bone-crunching techniques — you have been warned!

Balls of fire

Ryu and Ken — Perform super uppercuts (flying upwards and delivering a mighty blow), and helicopter kicks (levitating up and spinning about). They can also toss blue fireballs from a distance. (These cancel each other out when hit).

Guile — A fireball (small and yellowish), and a flank kick.

Chun Li — This broad's hot with her upside-down kick, and also has the thousand foot move (not as nice as it sounds).

E Hondo — He has quick hands (similar to Chun Li's feet — only with fingers instead of toes), and can propel himself like a torpedo for a flying head butt.

Zangeif — Besides a combination of powerful throws, he can grab a foe

Guile faces up to a nasty piece of work called Balrog (inset).







Guile gets it from Blanka (left) and from Ken (above), down in the docks somewhere in USA



A neat head kick from Ken who hangs round the docks



On his home ground in a Japanese monastery, Ryu gets up to all sorts of flying tricks to confuse the enemy.

er2







For Zangief the Russian it's construction site fun with Guile — and VICTORY!

and upend him for a powerful (and painful) piledriver. For those who don't know what this is — imagine head-butting a flat-to-the-boards Intercity 125.

Blanca — This beast turns into a rolling ball and strikes with great force. He also electrifies himself, so keep your distance.

Dhalism — He not only spews fireballs from his mouth at opponents, but also surrounds himself with flame. Aargh!

Each fighter has their own way of dealing with things, and learning these moves takes time but, unlike the arcade version, this information is provided in the manual. There's the usual, leap, crouch and punch, together with the short kick, forward kick, and the slow but powerful roundhouse kick.

A real kick up the...!

My favourite's Chun Li's flying kick. She levitates and turns completely upside-down before rotating and doing serious GBH. To really get her buzzing — jump, push forward on the joypad and punch.

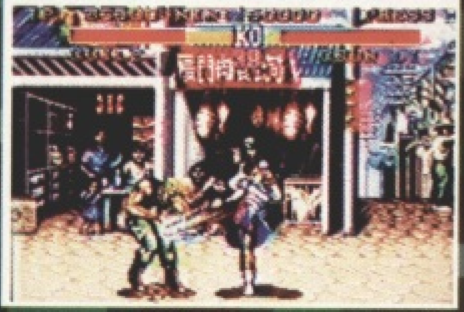
After three opponents there's a bonus level. Trash a nice, clean automobile to bag a bonus. Good way



Dhalsim's HOT! He barbecues both Ryu and Guile in the two pictures above — medium-rare!







Not all opponents are human (left), but Chun Li (above) prefers Guile's goolies...

Now who do you battle?



■ KEN — American. Similar to RYU. You'll find him at the shipping docks in the States.
■ E.HONDO — Japanese. This big Sumo guy can grab and squeeze the life right out of you. Not to mention banging your head repeatedly. The Bath House is where he's at.
■ ZANGIEF — Russian. Another big guy with a lot of moves. His mini piledriver will give you quite a headache, and he'll take your breath away by squeezing your face or stomach. He hangs out with his friends at the construction site in Russia.
■ BLANKA — The Beast from Brazil. He loves to bite off your head. A residential village is his home.



■ DHALISM — From India. He can do some mean tosses, and likes to bat your head with his. The quiet monastery's where he can be found.



■ RYU — Japanese. He can throw opponents and kick toss. Look for him in the Japanese Temple.



■ GUILE — American. Does a mean air toss (up and off you go), as well as a backbreaker that makes the opponent's head feel like it's popping off. Guile hangs out on a USA military base.



■ CHUN LI — Chinese and the only female. She's also got good tossing abilities. Her turf's the marketplace in China.

to practise those moves as you turn the metal into mulch. Time limit here too, so exotic moves are out — go for those quick punches and flashy footwork.

Just say you get through Guile's fearsome fireballs, Chun Li's thousand feet and your piles are still intact after being driven by Zangief's' drivers, don't puff that chest out too hard, cos there's a bucket-load more headaches to be had yet.

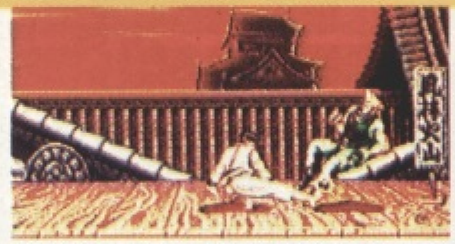
First there's Bahlrog in Las Vegas, a guy with fists like flamin' steam engines. Then there's Spain and Vega, a dude with sharp fingernails and a number of nasty habits (No — one of them is NOT wearing apricot nail varnish).

Thailand's the final stop for a cheery interlude with Sagot and Bison. These guys won't remind you of your mother, and will give you nightmares.

Blaaarghgh!

To put it plainly, *Streetfighter 2* is a nice piece of work with well defined graphics, strongly drawn backgrounds with sharp edges and good definition. There's plenty of those lovely OOOMPH, CRRRACK and EURGHHHG sounds when you land a big one on a baddie.

In the background, awed onlookers watch the battle — but they're like wallpaper to be ignored. The

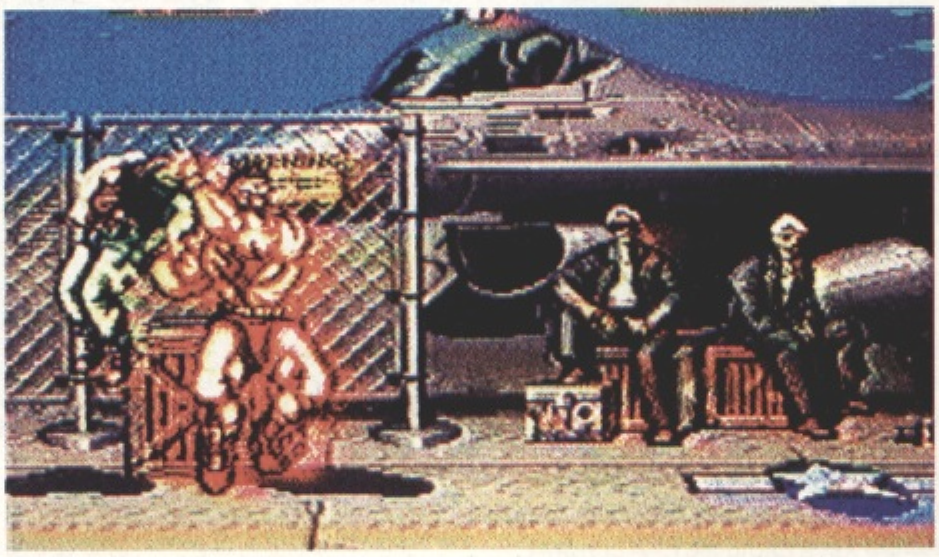


backgrounds are nice and colourful — who cares? Who has time to admire the art spent in drawing scenes of America, Brazil, Japan? Or the limited, almost comical animation of the background cast? Not when there's some gorilla -faced yob built like a brick cack-house to pummel into submission.

That goes for the music too. It sounds nice, has a good feel to add to the action — and changes with each scene. But again, if you love music, go fondle a juke box.

What I like about this game are the digitised battle sounds; the grunts, groans, and the sound of a body being compressed into something the size of a sandwich tin. I also like the 'intermission' screens that display the broken, blood-drenched puss of the meathead you just massacred. But then, I never was home-made apple pie sort of dude.

What it all comes down to is this. If you're a big frilly woozer, don't bother with *Streetfighter 2*. But if you've got a king-sized set of gonads and aren't scared of plastic surgery without anaesthetic, you just might be OK.



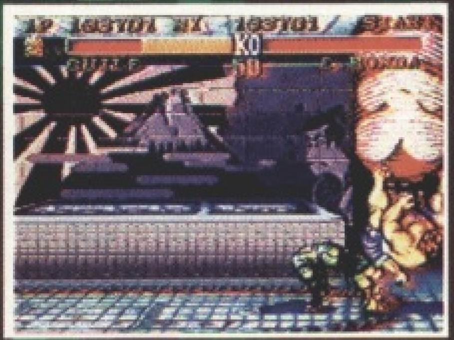
When Guile's hangin' out with his army buddies, you'd think he'd show off, but Zangief here's got him ready to toss.





Guile takes on right on the conk from a straight-armed Dhalsim — Buddha-Bhudda!

Nice graphics, and big figures make a lively game.





It's E Hondo — this Jap wrestler's HUUUGE!



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TAKING AIM WITH THE SuperScope





MARSHAL decided to upgrade his weapon, but found there's a lot more to handling a bigger piece than meets the eye. Firstly, which shoulder do you sling it over?...

Sly Stallone's got one, but Jason Donovan hasn't. Arnie was born with a seriously big one, Bruce Willis has a small but effective one, and Jonathon Ross would like one but probably wouldn't know what to do with it.

What are we talking about? Guns. Big-barrelled pulsating muthas of destruction. Dude-stomping grenade launchers, forest-clearing machine guns and kiss-your-bottom bye-bye missile chuckers.

You can forget school, work, who has the fastest car, the nicest girlfriend or the smallest cellular phone. It's the size of your weapon that counts. Everything else means didley.

How big's yours?

For those SNES users feeling a tad self-conscious about the size of theirs, don't despair. Nintendo have come to the rescue with the Super Scope, a battery-powered high-accuracy 23-inch big banger.

True, it's not going to be a lot of use holding up the local bank, or dispersing those funny people with magazines and bibles who come callin' on Sunday morning, but it sure as haddock can create mayhem on the screen.

And to give you something to use your new-found weapon on, Super Scope comes complete with six games as part of the package (well, two, actually, with three distinct variations).

Roll on the carpet

The new Scope puts its 8-bit little brother to shame, with accuracy down to pixel level and a look that'd make even Arnie smile.

It snuggles into your shoulder, either left or right, and has side-swapping sights. There's a cursor button which gives a pencil red laser beam for aiming on certain games, a pause button which doubles as an onscreen target for checking aim, and a fire button (no need to explain that one, fellow maulers).

The power switch gives you rapid fire when in the turbo position in some games. The six AA batteries fit into the shoulder mount — just like loading ammo — and it's surprisingly easy to use.

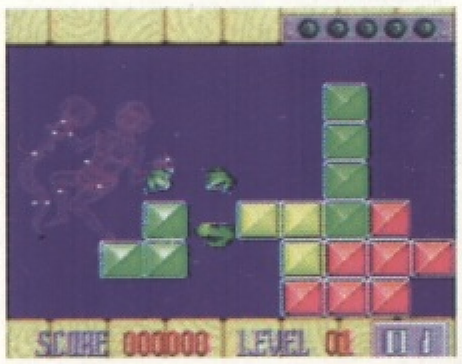
For those partial to diving and rolling around on the floor with their weapon, feel free. Because of the scope's infra-red signalling, there's no cords to get tangled up in (it would sort of take the fun out of being a He-man, wouldn't it?).

The fun starts when you turn your SNES on. Press Fire to get the sight setting/target screen. Align the front sight with the centre of the target and press Fire again. A red dot appears on the target screen indicating where you hit the screen.

A word of advice — you need to see the Super Scope symbol on the screen when you turn on your cart. If you don't, either the game's not Scope compatible and the gun won't work, or someone's pulled the power plug on your monitor.





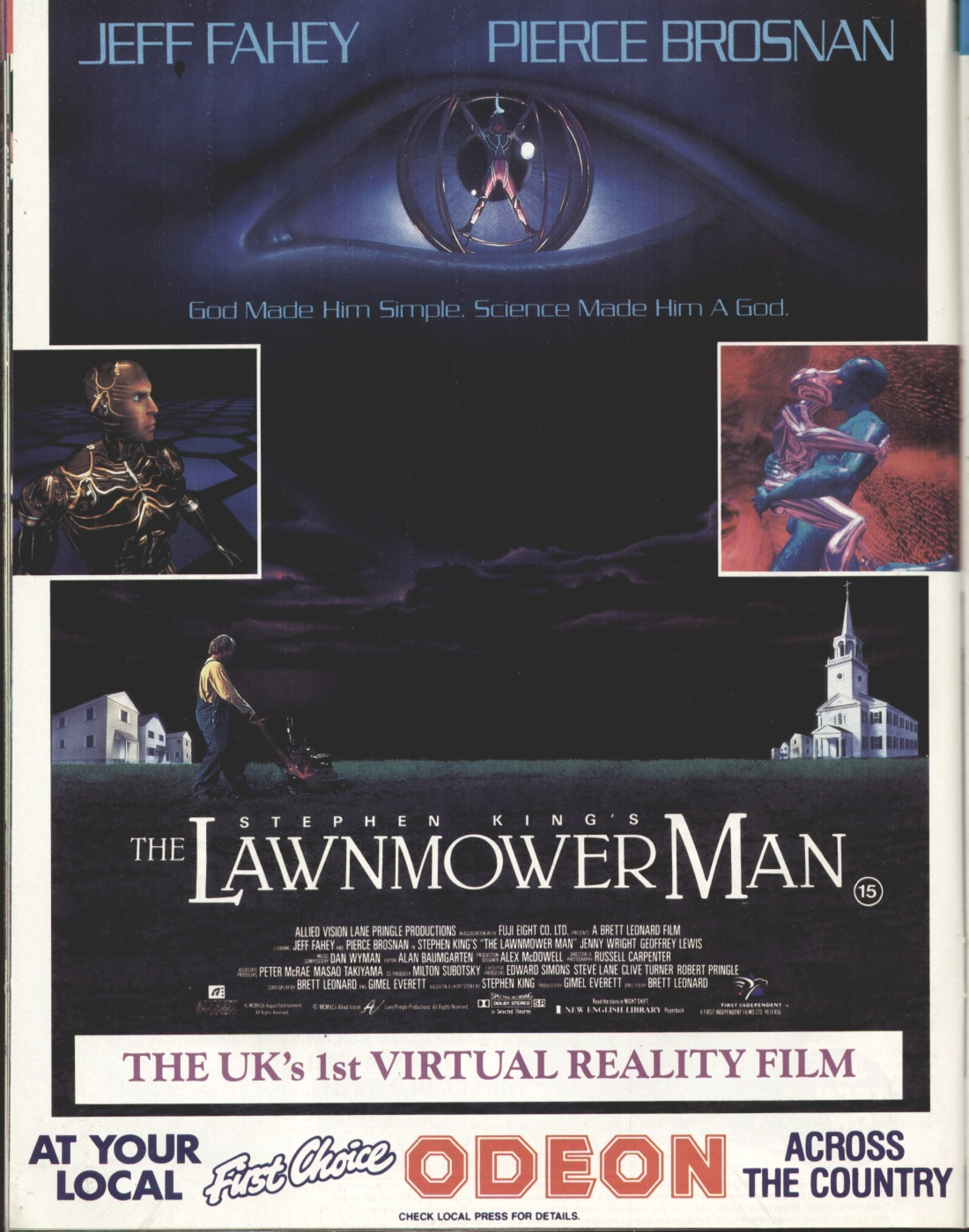




Blasting's what it's all about, and in *Blastris A* (left above) you get *Tetris* in space. *Blastris B*'s similar, but with different backgrounds.



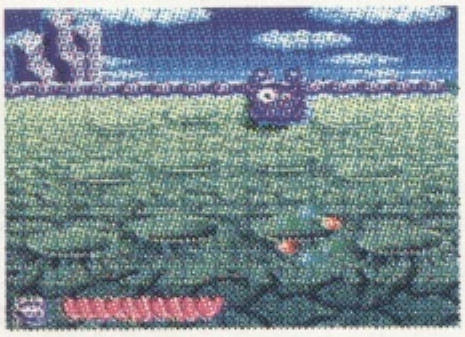
Time for something maulable — blast a mole in a hole — loverly!



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15
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BATTERY COMPARTMENT in butt of back shoulder mount.
FIRE BUTTON positioned on top. Used mostly for shooting at targets.
PAUSE BUTTON positioned directly behind FIRE. Press to stop/start the game.
POWER SWITCH, positioned behind PAUSE. Three indent switch; OFF, ON, TURBO. TURBO activates auto rapid fire.
SUPER SCOPE RECEIVER positioned at viewing screen. Power derived from SNES control deck.
(The power comes from the interface, a small box that you place above the TV or monitor with a cord that connects to the joypad slot B of the SNES).



Not all the moles are easy meat, some of the little basts have a go at returning the fire!

Carting around

The cart *Super Scope 6* contains what's called a Blastris Series and a laser Blazer Series. Each series has three games.

Blastris A — or blocks in space — is a traditional *Tetris*-type stack-the-blocks set-up 'cept you shoot 'em rather than spin 'em around. There's only a limited number of bullets, so don't think Uzi here.

The one criticism is the screen's not really exciting. Considering the graphic power of the SNES, the patterns are a bit too childish, and the twinkling stars don't cut it.

But then you can always go for *Blastris B* — more blocks but with a different background. (Really, it's not as bad as it sounds.) The scoring's good and the block colours are really neat — they seem to bubble and bulge within and without. (Too much curry perhaps? —Ed.)

But eventually the call of the wild takes hold and you'll want to kill something (naturally —Ed). What better than friendly and cute blue and pink little moles. In a very accommodating fashion, they stick their heads out of craters. The secret's to kill the blue ones. Hit a pink one and there's a slap on the wrist and a very much faster game.

A hint — the Molians seem to 'snuffle' before popping out of their holes — it looks almost like the exclamation lines that appear over a cartoon character's head when he's upset.

This gives you a bit of warning, and lets you pop 'im just as his head starts out. Don't know why they quack when hit however, or why when you lose, they sound like a snoring elephant.

Making a score

When you're ready for some serious butt-kicking action, move onto the laser Blazer series.

Intercept involves a volley of missiles launched by the enemy. Who knows where they're heading. You must shoot 'em down. Let five past and you're history!

The top displays High Score and yours, lower left: stage number, enemy missiles remaining, total stage missiles and shots taken.

The bottom middle shows the number of shots loaded and the radar screen (trés important). Use the formation of white dots here to guage the firepower coming your way and missiles both in and out of range.

You have to lead a bit into the shot and there's a 3-D effect as your shot zooms towards its target.

Now the bad guys have a flying Robot Armada. They must be stopped from landing — you just happen to have an anti-aircraft cannon on hand.

Choose a level and the onscreen info's similar to *Intercept* — with the bottom reading [L-R] Player's Ship, Number of Stage, Damage Meter and Radar. Continuing finds number of enemy robots left, total number of robots for the stage, and number of shots taken.

The best bit here is watching them robots GROW, then hover, and finally LET RIP. Best bet's to take 'em out when they're off in the distance — not easy, but better than letting them hit you!

Once you get used to the Super Scope, you'll find it easy to use — though I agree with Nintendo about the need to take a break (say every 10–15 minutes or so). Animated characters on selection screens (yes, you *can* fire at the girls doing the briefings if you wanna be a total twit but it doesn't hurt 'em so naaaa), the way the level select jumps out at you and turns into a metal portal that opens to suck you into the landscape is all good stuff.

But enough gabbin', I'm back into it — with my six-foot projection screen and my 23-inch mega-weapon. Who said size don't count? Hasta La Vista Baby!



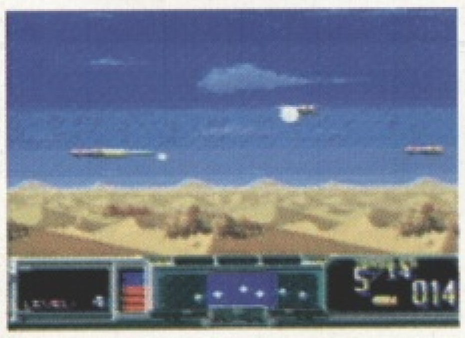






Intercept places you in a spacecraft facing incoming enemy fighters, or over a planet's surface, with loads of missiles to knock out. Whether it's your explosions, or theirs hitting you, the effects are big! And when the fuel runs low (left), there's always the supply craft to dock with.







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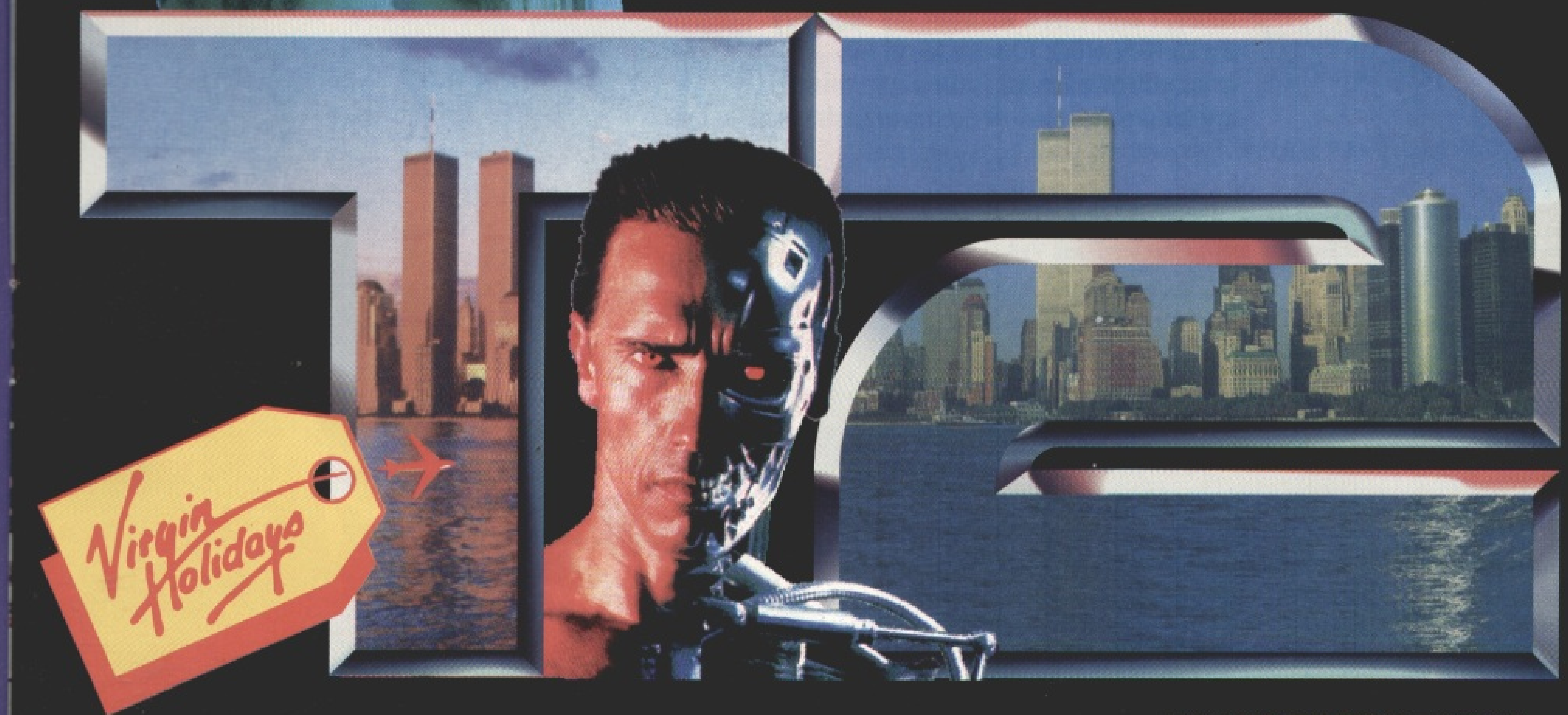
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1. An apple a day keeps... **a)** your nasal hair pruned; **b)** the doctor away; **c)** repeating on you

2. Apart from T2, Arnie Schwarzenegger starred in... **a)** Kindergarten Cop; **b)** Andy Pandy; **c)** King Kong

3. Who sang *New York New York*... **a)** Frank Sinatra; **b)** Kermit the Frog; **c)** Alexander Bell?



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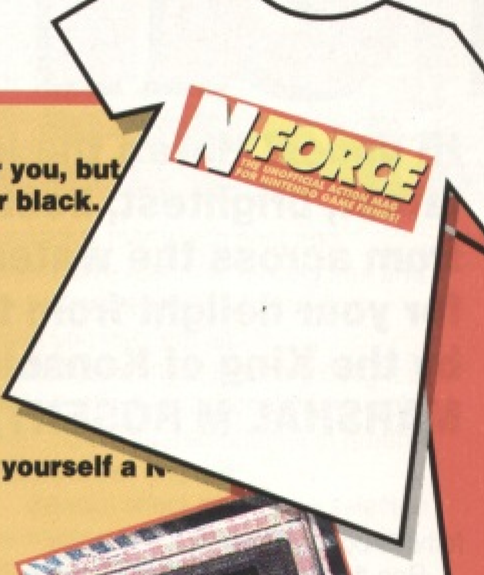
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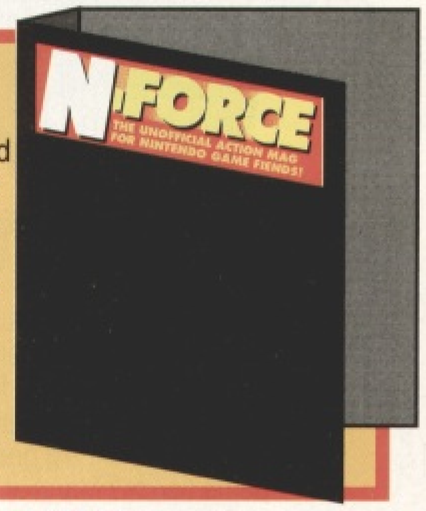
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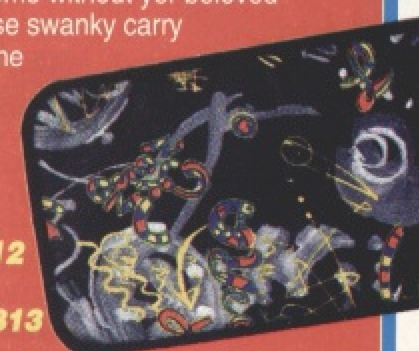
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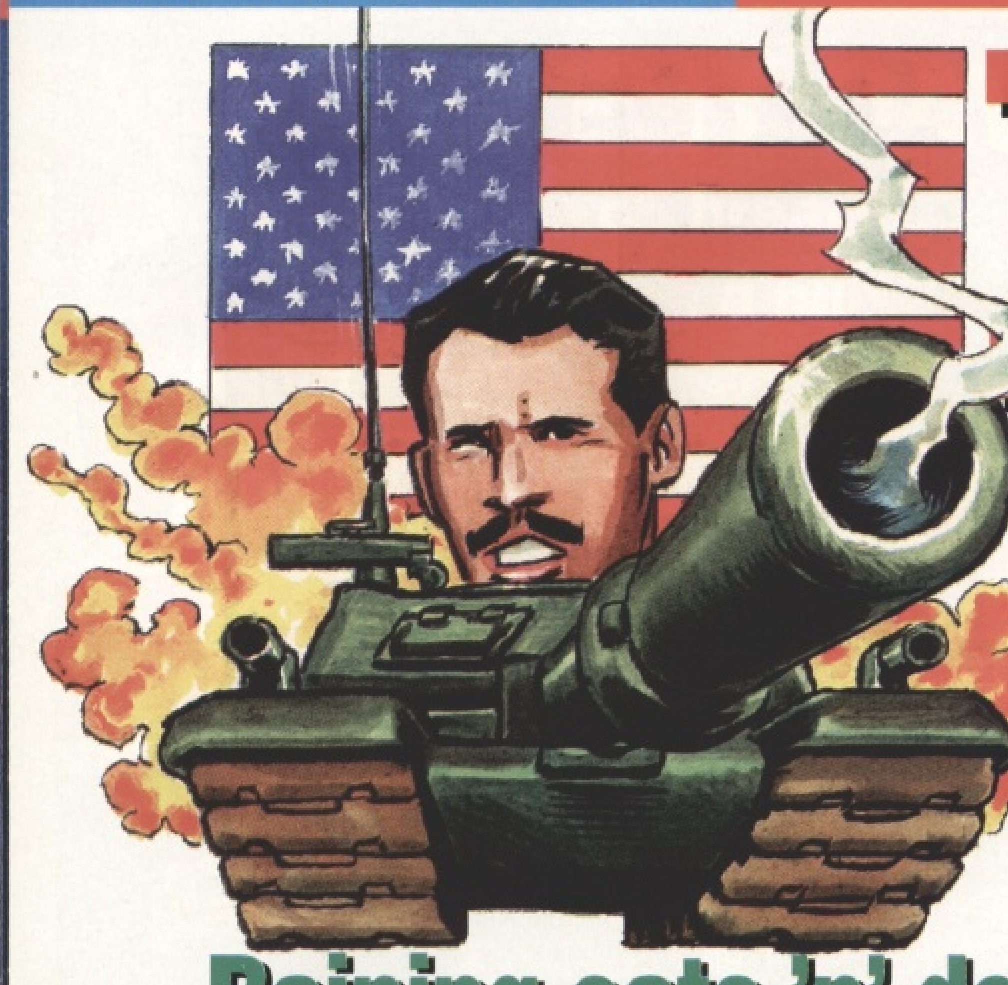
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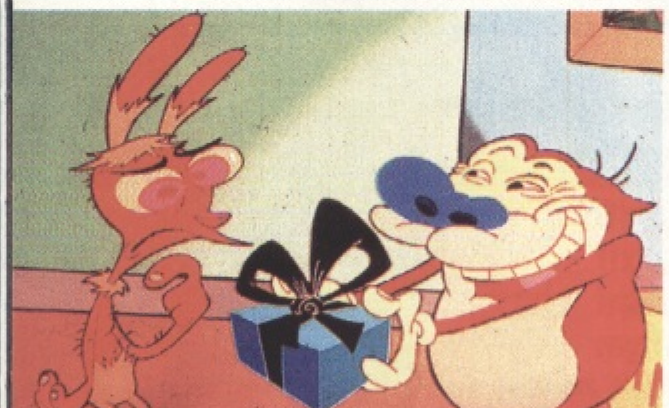
The Yank Tank!

Hi dudes! Here's the low down on the latest, brightest, best and biggest gossip from across the water — top-rated secrets for your delight from the good ol' US of A by the King of Konsoles, the one and only MARSHAL M ROSENTHAL...

Raining cats 'n' dogs

An ugly little Chihuahua prone to excitability and anger, and a cat with a penchant for watching TV while rolling in kitty litter. Could this be the next big one for N-Forcer game fiends? Marshal investigated and came back with his tail wagging (so wot's new —Ed?!?).

There's no argument that Hollywood and video games make very easy bed mates. *Bart*, *Jetsons* and the *Turtles* wriggled their way onto cart very quickly after becoming a television hit.



Mega fugly Ren & Stimpy



And if all the talk about the latest cartoon hit from the States is anything to go by, it won't be long before game players are babysitting an asthma-bound moody Chihuahua (Ren) and a big, dumb lovable pussy cat (Stimpy) whose fetish is watching TV from his litter tray.

The *Ren and Stimpy Show* is a real hoot — sort of fleshed out Itchy and Scratchy (Simpsons), combined with Tom and Jerry.

Set in a 1950's cartoon style, there's elements of Bullwinkle, tossed in with sci-fi; space ships, crude city scenes of badly styled skyscrapers, cheap plastic furniture and stacks of offensive sound effects, including regular euructing (that's a safe way to get 'farting' past the editor).

Mega fugly

They live in a trailer somewhere in the States. The best stuff's the closeups — static high-rendered images with animation on top. And boy, are these two ugly up close, 'specially when their faces contort into unearthly shapes — one advantage of being a cartoon character (Marshal, you never told me you moonlight as a 'toon character —Ed).

These guys have stacks of adventures such as Stimpy (whose fave song is 'Happy Happy, Joy Joy — wotta sad bastard he must be — Ed) winning a cat litter contest and going to Hollywood, Ren's so saddened that he stops eating and becomes too gross to contemplate.

And for complete space turkeys there's Ren's story of Yak Day, that special holiday when you leave hot shaving cream for the Mystic Yak who might come out the plug hole and leave you a present for being a good boy or girl. (Should you wish to participate in this holiday, don't forget to hang diapers on the walls, and leave plenty of coleslaw in your father's boots)!

Ren and Stimpy look like they'll be the next big ones, so expect plenty of toys (got that neat T-shirt already), games, promotions, licensing, and of course — VIDEO GAMES (meanwhile Marshal, keep taking the tablets — Ed)!

Drop 'em!

Nintendo US may have dropped the price of their SNES box (down from $199.00 to $179.00), and companies may be taking a few bucks off their

A manic mission

It's off to the skies now guys for a spot of *Choplifter II*. This Game Boy version's lifted directly from the original, which appeared on computers in the early '80's, and frankly looks ten times better.

Controls and missions are similar — take your chopper from home base across dangerous territories to rescue your men who stand and wave when you approach them.

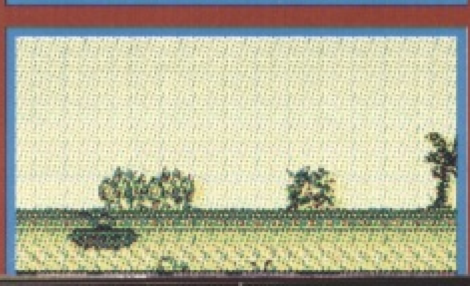
Landing lets them run in, then it's 'let's get the haddock out of here before those muthas fry our arses time'. Tanks attack, missiles track you and rescue missions are rarely fun for the pilot navigating the five hostile sectors each with three levels.

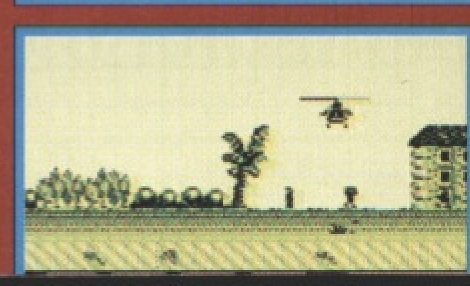
It's a real buttock clencher (hmm, interesting —Ed), but you can do it. Handling the AH 90 Comanche is manic work — and *Choplifter II* does it well.

Especially good is the way the shape changes when you hover









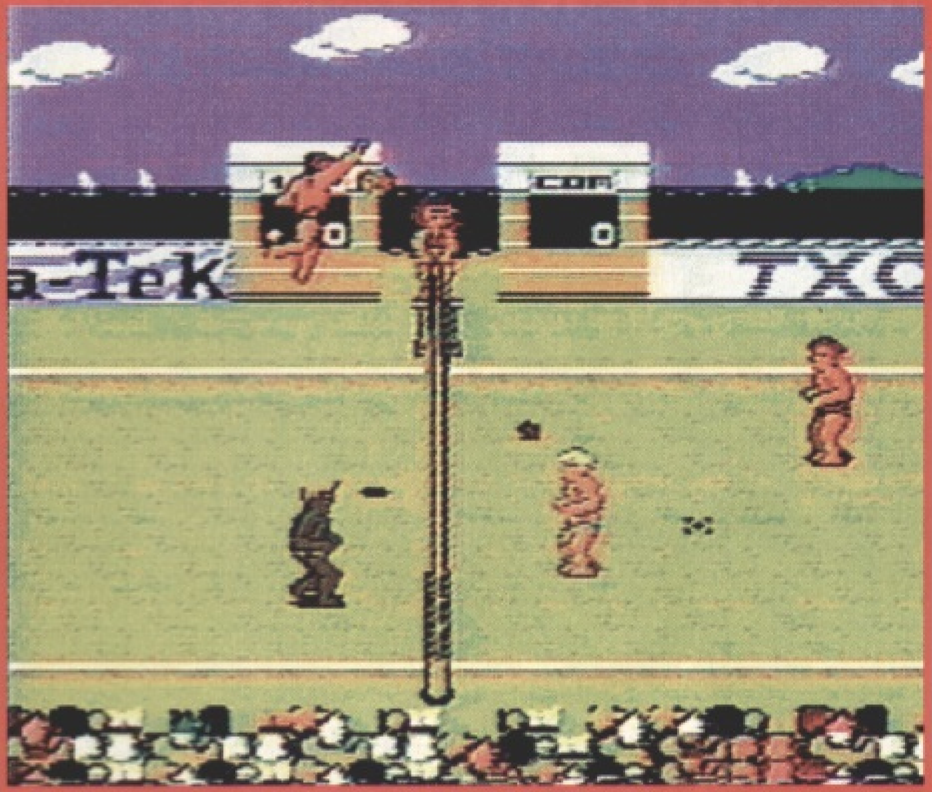
cartridges — but how about REAL value for your Nintendo?

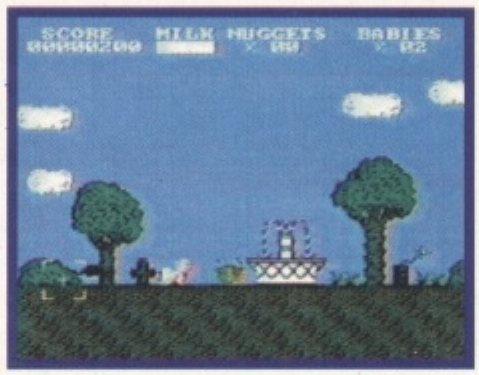
For a bumper bargain get the new MaxiVision Power Cartridge. It's 15 games on one cart with a mass of good stuff all packed in — flying trouble with *F-15 City War* strategy with *Tiles of Fate*, karate action with *Challenge of the Dragon*, while *Venice Beach Volleyball* provides a nice, 'hot' look for the summer.

Baby Boomer is a hoot as he shoots down obstacles in his way and crawls from one level to the next. You build paths for him and take out the bad guys who crave his soft pink flesh (sick or what?!).

For a spot of blood 'n' gore combined with a touch of car racing, get yer laughin' gear round *Death Race 2000* or for general mayhem addicts go for *Dudes with Attitudes*.

There's just not enough room on this page to fill you in properly, so don't miss next month's N-Force when we take a good look at the power cartridge extraordinaire.





Save the toddlers from being eaten, in the hootful Baby Boomer, above. Left: the sun beats down on Venice Beach Volley Ball.

Grab on ta this!

Big ones, small ones, red ones, green ones, ones with little knobs on and some on a stick. They come in all shapes and sizes and in more colours than a pavement pizza. What're we on about? Joysticks of course — *snes* style.

There's a slew of compatible joysticks, many with neat and impressive features, all colourful and just different enough to make you wish you had 'em all.

Our new finger-mashing delight is the AsciiPad — real cool dark purple, with multi-coloured buttons in green, blue, yellow, and red.

Special effect modes are selected by moving small coloured push-pins that tie in with the larger buttons. Check it out: a slo-mo feature that makes the tough stuff a bit easier to deal with. Independent Turbo Control for all buttons, providing 20 shots per second (baroom!). A hands-free Auto Turbo feature engages everything in its path — and you don't even have to press a button!

Cool dark purple — AsciiWare's AsciiPad





and aim towards the front of the screen. The detail of the men to be saved, the enemies and landscape's better than it ever was on a computer screen.

There are heaps of power-ups to help you through this toughest of missions — shields and flamethrowers, ropes which, when found, let you pick up hostages without having to land.

Battle overground in winding caverns or over the ocean and an armada of ships — this game has got it all.

The final outcome's to take on the enemy at his City Headquarters — not just rescuing your comrades, but wiping out the threat at the source.

Watch this space for more gen later...

Rub that lamp!

The Genie's on its way to the UK so how's about some new codes to play with? For quickest results change existing codes where they have numbers in the effects.

(By the way, 'piggy-backing' where two Genies are stuck together to get extra codes by having a second code screen — ain't a good idea — it usually doesn't work and there's real potential for mucking up the NES box. You've been warned!)

Okay, lecture over, let's get down to it...

Cheatin' Mario If you've a Nintendo box, then you've a *SuperMario Brothers* game lurking somewhere about. The second one was great, but the third has more tricky bits than Shades has Grecian 2000.

Starting off with infinite lives seems like a good plan so key in slxplovs. Then give either Luigi or Mr M the power of super high-jumping with ezkzyvek. Wanna be a world beater? leuzugaa starts you on World 4, ieuzugaa is for World 6, and yeuzugaa goes for World 8.

Key in zeuxkgaa to start you as Fire Mario, geuxkgaa for Frog Mario and teuxkgaa for Sledgehammer Mario. For these powers to be permanent, it requires uxkxglia (Fire), oukxglie (Frog), and xnkxglie (Sledgehammer). A handy one for Mario only is ypxxlvge which lets him re-use items over and over again.

Legend of Zelda With the help of some nifty little codes it's time to complete this epic adventure and smash the evil Ganon to smithereens once and for all.

Want everything you buy to be free? Key in SZVXASVK and AEVEVALG. Have eight big life hearts with YYKPOYZZ, bombs to use forever with a simple SZNZVOVK. Get the advantage of a Protection Ring plus a blue one with ESKUILTA, and make it a red ring by typing OSKUILTA.

Micro Machines It's only fair to do this game since Codemasters created both the game and the Genie.

To qualify for every race, key in GEKYSZZA. Start up at Race Five with GEKNIYAA, or Ten with PEKNIYAE. Go all the way to the final race with AOKNIYAE.

Make that sports car really zoom with AAOEGAIA. Do the same to the Tank with AAXAZAZA, for the Chopper — AAXALAIA. For the Formula 1, it's AAOETAIA, Turbo Wheels uses AAOEYAIA, and the 4x4 zips with AAXAAAIA.

Just a quickie Let's face it, for the totally memory (or mentally) deficient, there's nothing like having infinite energy for *Total Recall*. Simply key in AVNVOAKZ and your prayers are answered.

And another thing... One thing Game Genie can't do is save your game when you turn off that box. Some games have battery backups built in, most don't. For those times, STD's Game Action Replay makes great sense.

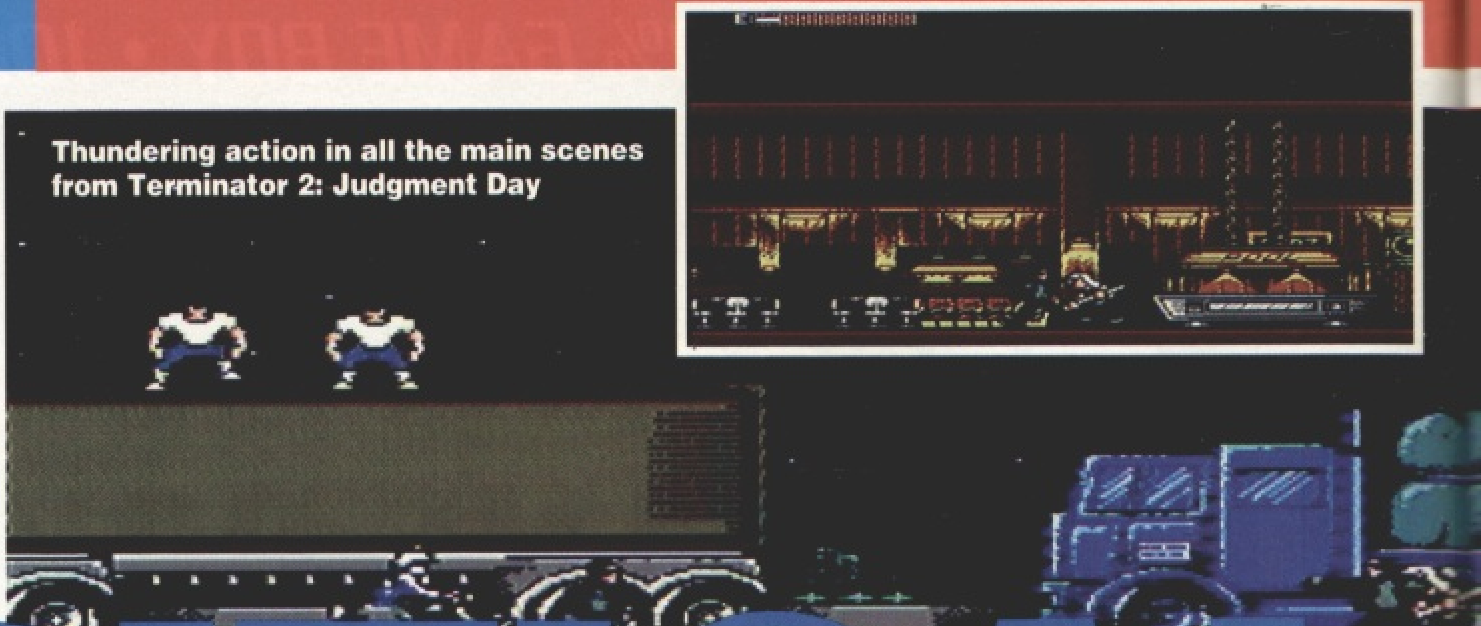
It's designed to save your position in any NES game (but only one game and only one save). The device fits in between the NES box and the cartridge, and has its own built-in power supply.

The internal ROM pops up its own menu when you press both A/B buttons down along with the controller. This lets you specify the save. Good eh?



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Acclaim's Larry Sparks reckons they will become a force in the land. Ed talked to him to find out why they deserve so much...



Thundering action in all the main scenes from Terminator 2: Judgment Day

CRITICAL



Great oaks from little acorns grow — or so the saying goes. But only if you slap that little nut in the right kinda ground and nurture it carefully.

Switch that image to Nintendo games licencees and the fastest growing tree that springs to mind in the proverbial forest is Acclaim.

With the use of clever marketing, a whole heap of strong film and TV tie-ins and a careful watch on changing trends, these guys have the equivalent of 10 tonnes of prime fertilizer on their side — and so far have come up smelling of roses. But can it last?

According to Acclaim's UK marketing director, Larry Sparks, the key to the company's success can be summed up in one phrase — be first, be best.

Everyone knows that consoles — Nintendo in particular — have taken over the games market faster than a road-runner with a rocket up its jacksee.

Cashing in corkers

And lately Acclaim have come up with some absolute corkers, cashing in on a pile of the biggest names and milking them for all their worth.

Capturing the *Bart Simpson* and *Terminator* licences were major coups for the company, and more recently, snaffling the defunct Mirrorsoft title, *Aliens III*, set to hit the streets around Christmas.

One of the latest and biggest film tie-ins scooped by the company is *Spiderman 2*. The movie, produced by *Terminator 2*'s producer, James Cameron, is all set to be converted onto the NES and GB in a multiple-level webby romp in November.

Sparks said Acclaim have two other major film tie-ins in the pipeline and three major characters they hope to get their mitts on — but he's keeping schtump as to what they are till they're in the bag. 'For the next 18 months, we have one of the best line-ups in the industry,' he boasted.

'But in this game you can't afford to get complacent. You have to be on the ball all the time, always keeping a close eye on changing trends.'

The SNES is a far superior machine to the Mega Drive

Rent-a-cart?

Acclaim already look set to pioneer rentals for their Nintendo game line-up (see news item, this ish). Although no firm decision's yet been taken, Larry said the company is looking at the situation very closely.

'We have to move with the times and grow if the business is to maintain its position. The sooner rental comes on board the better. I believe it'll take only a matter of months before rental is in place.'

Sparks reckons rentals will stimulate demand to purchase products and can only have a positive effect.

'At the moment we stand publicly alone in this view, but in private there's a lot of people who agree with us,' he said.

Another thing Acclaim are diving into with guns blazing is Compact Disc Interactive (CDI) — which Sparks predicts will shortly take over the games market as we know it.

'One has to look at where technology is going and the next obvious stop is CD development on Nintendo and Sega.

'When CD games come out they'll be priced around £25 and I believe they'll only really take off when the price comes down to the price of music CDS.

'We believe we will become a strong force in the field.'

He said the wheels were already in motion with CDI games already being developed in the US. But quelle surprise, they're not letting on what the games, scheduled for release in 1993, actually are (but one can make an educated guess!).

The winners

On the Sega/Nintendo battle front, Sparks reckons Nintendo won the 8-bit battle hands down but, although he thinks the SNES is: 'A far superior machine to the Mega Drive,' he believes Nintendo will have a hell of a job catching up on the 16-Bit front before CD takes over.

All in all, Acclaim are grappling their way to the top of the pile — and intend to keep it that way.

'We don't see ourselves as just video game publishers — we're a lifestyle entertainment company. We believe it works and will continue with that overall strategy.'

Anyway, enough of the waffle, let's have a butchers at what's out and coming up on the Acclaim games front:

WWF-Wrestlemania — NES

Put on your leotard, grab your opponent in a headlock and smash and crash your way through a bout of WWF Wrestlemania. Six top superstars to choose from, including the legendary Hulk Hogan. One to six can play. Compete against friends or create your own tournament.

Over-hyped and under-researched, this title bears little resemblance to its SNES counterpart. Poor gameplay and graphics make it a 24-stone flop. Only for the die-hard WWF fanatic!

Terminator 2: Judgment Day — NES

T2: Judgment Day — what can you say that hasn't already been said — apart from paraphrasing Julius Caesar, I came, I saw and got my ass severely terminated. Which just about sums up *T2*. It's real tough but damn addictive. The presentation's sharp, animation neat and gameplay a real bitch! The only quibble is the lack of moves available, basically just punch everyone until they keel over while









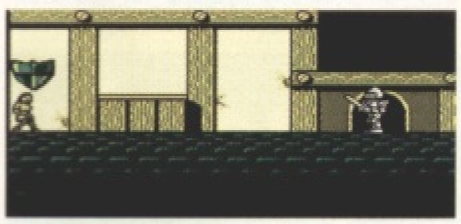
Good looking: Farrari Grand Prix on NES and Game Boy

ACCLAIM

running left, right and jumping about a bit. However don't let this put you off, under the fairly inane first level there's one brutal phall of a game waiting to kick yer butt.

Wizards and Warriors 3 — NES

Wizards and Warriors 3 has all the components of a great game — engrossing storyline, massive playing area, straightforward gameplay and loads of things to find and people to talk to. However these parts have not been put together into a viable whole. The graphical content's poor,



animation's for the most part nonexistent and the collision detection's exceedingly dodgy. It doesn't live up to the rather good introduction sequence and leaves the player feeling let down. As an arcade adventure it really doesn't make the grade simply because the initial high standard of presentation has not been maintained throughout.

Bart Simpson's Escape from Capm Deadly — GB

We need more kids like Bart who are prepared to push back the boundaries of hair fashion to a far future date when we can, once and for all, do away with that dodgy breed of perv' known to society as the hair stylist. But for now Bart's still a kid and he's trapped in that summer camp from hell — Camp Deadly! It's down to you to help Bart to escape to keep the world free from perms and highlights so that whenever skateboards are menaced by international communism, he'll be there. So much for the plot, how does it play? Absolutely brilliant! No new ideas on gameplay but the execution is superb. The sampled speech is a particular favourite. Well worth the cash.

Ferrari Grand Prix — NES

Ferrari Grand Prix looks to be a great arcade racer with some excellent touches. It's an into the screen scroller but appears to suffer from none of the problems afflicting other games of this genre. The graphics are delightfully smooth and impart a real racing feel. We've only seen a pre-production cart but even the unfinished product leaves a lasting impression. Definitely one to look out for. More news when we get it.

George Foreman's Knock Out Boxing — NES

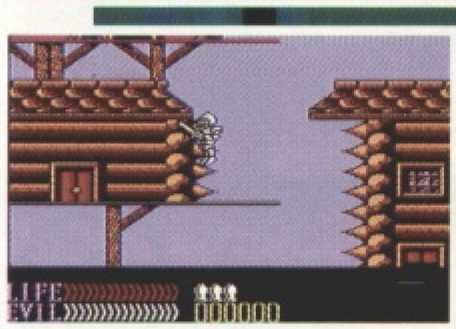
Three, two, one, yer out! Well you really will be knocked out by this all new face-bashing, bell-ringing boxing sim. *George Foreman's Knock Out Boxing* takes the massive 250lb powerhouse of American boxing and thrusts him into the NES for an action packed challenge.

View the fun from a ring-side perspective and control the living legend as he takes on six of the best from the world of boxing. Between fights George has to cram as much food into his mouth as possible without being violently sick!

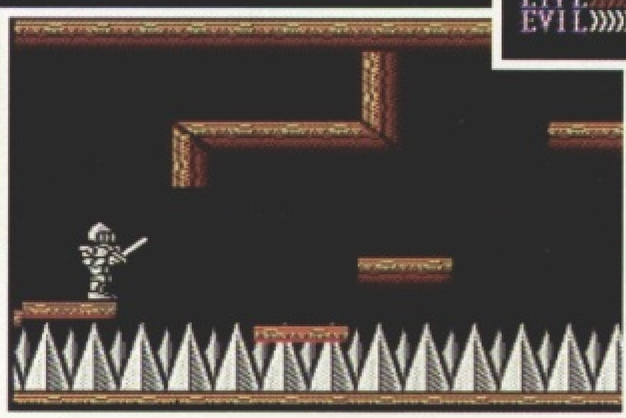
Join George Foreman in the ring for a slugging match this September on your NES.





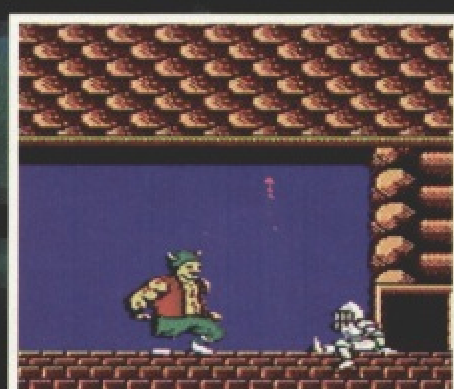






Wizards and Warriors 3: an engrossing storyline and a massive playing area.
Below: boxer Carl Foreman ponders the meaning of lunch...





Bitz 'n' Bobs

Everyone wants to make playing games easier for you — or perhaps they're so hard you need help! Here are two very different gadgets to take the Nintendo fiend's fancy...



Handy stuff!

Got blisters from constantly pounding your Nintendo control pads, or a closet full of games which you're bored with?

Well take an ogle at this. Action GT has introduced bit of kit which could bring back all the excitement into your games playing.

Called the U-Force, it's described as a power field controller for the NES games machine. What it is, in fact, is a cross between a joypad, joystick, and a trouser press.

U-Force opens up like a lap-top computer and has a lead which plugs into the joypad port. You then control the game through it, with a number of powerfields translating movement into directional commands

Putting it bluntly, you want to punch some git on the screen, you just punch in front of U-Force. A superb idea which can add a lot of new excitement to old and tired games. But how does it play?

Action GT say it's not easy to use, and they're right. It's very twitchy to start with and it's a bitch trying to set it up for games which aren't on the official compatibility list (like *Bignose*, *T2* and *Micro Machines*).

But once you've got past that, it is a hell of a lot of fun. You'll be waving your hands around like an Italian family at a reunion trying to get Mario jumping around the screen. Keep an eye on Issue 2, when we'll give you a complete rundown on the U-Force...



Gangway gadget

Hornby Hobbies, manufacturers of the Game Genie for the NES console, is developing a similar gizmo for the Game Boy and the new SNES.

A device which plugs in between cart and the console, the Game Genie gives you more speed, more lives, higher jumps and the ability to start at any level, to name but a few of its features.

Developed by Codemasters, it works by intercepting signals passing between cart and machine and alters or ignores them depending on the codes entered.

When you fire up the NES you're presented with an option screen to enter cheat codes which you can make up yourself or better still pick from more than 680 pre-tested codes for over 80 games (see Marshal Mania)!

If you want to be a real he-man and play straight, there's no need to remove the Genie. Just don't enter any codes and press start! Cinch! And the best bit is, the Genie, it's makers claim, doesn't damage your NES or your games!

We've had the Genie here at N-FORCE for some weeks and it's excellent. GUNNS is specially keen on it cos it gives him bucketloads more bullets to kill and maim with.

More genies!

Hornby Hobbies says initial response to the device has been great, and are already working on one for the GB and SNES. The company's also developing a Genie for the Mega Drive (Spitt!! — still I s'pose them Sega-oids need all the help they can get!)



Our informers tell us that the GB and SNES Genies should be out round late '93/early '94. The NES Game Genie, however, hits the shelves in July priced at around £40.

Is it worth the money? You bet!

ace's high!



I am the Ace of N-Force and my tips are rather large. Forget the other plebheads 'cos I'm the dude in charge. I'm as 'ard as Gunns ol' Jock strap and as tough as Big Ed's boots, as cool as Shades' aviator sunnies and as loud as Oz's suits. So if it's tips you yearn for, make sure you watch this space, an' if ya dinna like them then I'll smash ya bleedin' face! I've got four packed pages and a two-page Marshal spesh on the great Lucasfilm Star Wars!

Super Formation Soccer

I must have died and gone to Heaven. First United lost the league and now Human, in association with 'Jim'll Fix it', have made my dream come true by releasing Super Soccer! If you wanna be the ultimate player/manager (like Peter Reid), then check out my A-Z guide to football.

1. Play dirty at all times! Check the list of attributes to find your opponent's best player (usually no. 10 and no.7) Find your worst player and then go into Norman Whiteside mode



and shoulder-barge, boot, head butt, whatever, until he's maimed for life. You get sent off but it's well worth it!

2. Watch out for your opponent trying to nobble your star player! Don't mix it with psychotic defenders hell-bent on restructuring your exoskeleton.

3. Play to feet. It's far easier to string sweeping moves together if you use the [A] rather than the [Y] button. The computer often selects an awkwardly-positioned player if you rely on the auto pass selection. Trust your own judgement!

4. Find the keeper's blind spot. Get the ball to your player with great shot power — ie. Germany's number 10 or 7. Line up just inside the goal post, press [B] and let a rocket fly from about 35 yards. It will scream past the Keeper into the top corner. Works every time! You should be able to put 20 past a team like Columbia or Belgium in a 5 minute match. Alternatively, line up just outside the post and apply a little aftertouch to bend it into the top corner. There's also a blind spot on the edge of the area, but I'm not telling you everything!

5. Use your head. No doubt you remember Techmo's *World Cup '90* in the arcades. Adopt a similar strategy, run down the wing, cross and nut/overhead/volley past the desparing keeper. Practise and you're able to score spectacularly from swerving corners.

6. Attack the keeeper. When he tries to kick the ball out, position yourself behind him and the minute he steps outside the six yard box, mug him with the trusty shoulder barge!! Then walk the ball casually into the gaping net. Harsh but effective!

Adopt these words of wisdom and you should have no problemo fouling your way through to the World Cup finals. If you still need help then here's a complete list of codes.

1. NO PASSWORD

2 → ↙ → ↓ ↗ ↑ ↑ ↑

3 → ← → → → ↑ ↑ ↙

4 → ↙ ← ← → ↑ ↑ ↙

5 ↗ → ↑ ↑ → ← ↑ ↗

6 ↖ → ← ↓ → → ↓ ↙

7. ↘ ↙ ↓ → → → ↑ ↙

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11 ↘ ↗ ↑ → ↑ ↙ ↓ ↓

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13 ↘ ↙ ↑ ↑ ↑ ↘ ↑ ↑

14 ↗ ↗ ↓ ↓ ↘ ↖ ↑ ↗

15 ↘ ↙ ← → ↘ ↖ ↓ ↙

XR ↖ → ↑ ← ↑ ↘ ↑ ↑

Who Framed Roger Rabbit?

Rob Gow of **Toxteth, Liverpool** would like it known that just because he's a scouser doesn't mean he's thick, got no job, a silly haircut and wears a shell suit all day. Just to prove it he's sent in the level codes to this super platform romp. All right La, we believe you. See you down the dole office on Monday!

- SCENE TWO: DLT3QYBY
- SCENE THREE: GPLDMSRC
- SCENE FOUR: MMCFGWXJ
- SCENE FIVE: BGQTVKJP
- SCENE SIX: RTJBWN43

Nintendo World Cup

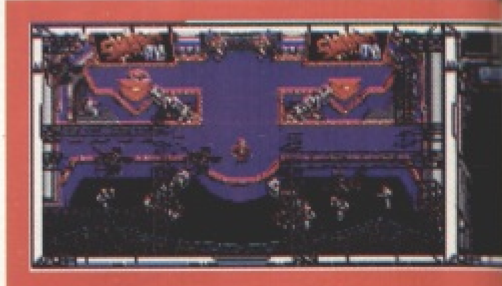
If you're having problems winning the most coveted of all prizes — the N-Force nobbler of the month award — don't fret! Here's some codes that should help you win the next best thing; The World Cup. These come courtesy of a Mr G. Lineker of North London. Only joking! Or am I????

Match 2 - Japan - 22431
Match 3 - France - 03331
Match 4 - USSR - 53031
Match 5 - Spain - 36331
Match 6 - England - 17231
Match 7 - Mexico - 42931
Match 8 - Holland - 56131

Batman II: Return of the Joker

Holy broken biscuits! I'd like to thank top tipster, **Simon Mannion** of **Warrington**, Cheshire for sending in these super codes. Keep the tips coming. Oh and by the way, congratulations for living in such a cool place!

Level 1-2 MDRR
Level 2-1 NMLL
Level 2-2 NWKL
Level 3-1 LGZQ
Level 3-2 GPTW
Level 4-1 GNXF
Level 4-2 KHCN
Level 5-1 QGVN
Level 5-2 WBZT
Level 6-1 FFHG
Level 6-2 CKQG
Level 7-1 GPZT



Super Smash TV

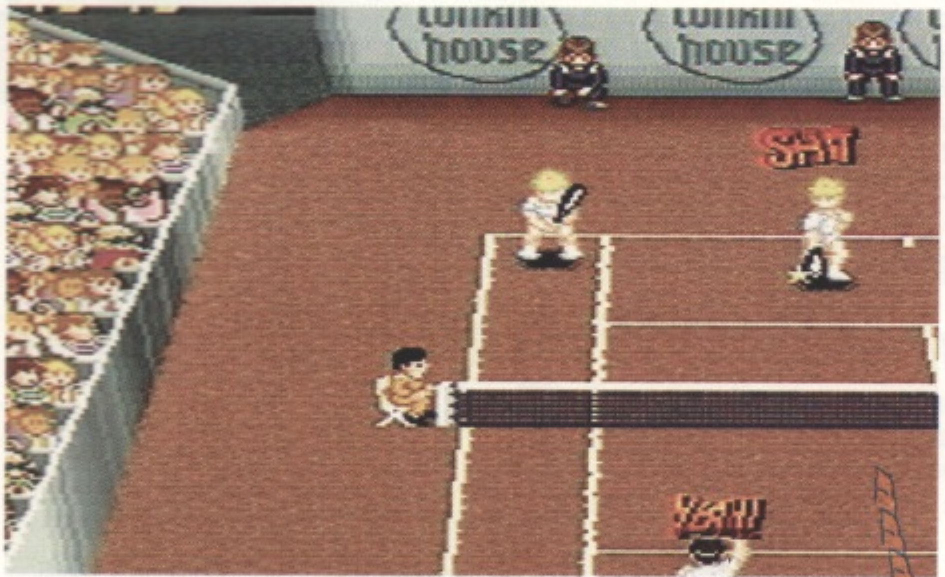
You've read the review for this fantastic game. Here are the tips to go with it. N-FORCE wannabe, Paul Mellerick, (his favourite game's Mario!) grovelled and brown-nosed all week just so I'd let him appear in **my** tips section. The lad has no dignity! (What's he doing playing all these SNES games anyway?!)

The best thing about ol' *Smash TV* are the prizes. You're not just

Super Tennis

For all you budding Beckers out there, here's a groovy code to get you to the last championship, with the largest possible amount of championship points (and a large punnet of strawberries and cream). Thanks to **Stu Browne** of **Salford**!

K8XD3HR FTLWJPC ZGNYBQ1 4065C6P DJSTK8X D3HRFTL WJPUKMW IGG



Super Mario Bros 3

WORLD 1-1: Fly high in the air and when you see the pipe, enter it . Collect all the silver coins except for three of them, then leave the pipe. Get all the coins on the ground and in the clouds. There should be about 37 coins. Pick up all the coins hidden in bricks as well and then get a star-card for a mystery event.

WORLD 1-2: Wait for about 4–5 Koopas to come out of the pipe. Mario (with Racoon suit) jump son any one of the creatures. Press [B] and [A] to make him jump very high in the air after killing a Koopa. Waggle your racoon tail to make a slow descent and land on the next Koopa. A slow landing gives time for more nasties to come out of the pipe. Keep jumping on the Koopas without hitting the floor — you receive points to start with but then you're awarded lives — 99 in all!!



Bart Simpson's Escape from Camp Deadly

OK listen up dweebs! To show you what a totally wonderful kinda guy I am, here's a feast of hot tips for this brilliant arcade adventure from Acclaim.

To kill Blindside Bill, jump over him and throw the boomerang diagonally to strike him on the back of the head. You defeat him with one blow! Grab the candy he drops, then walk to the right and leap over the black pit. Lisa's waiting for you with on the other side with a beekeeper outfit. Put it on and drop back to the ground!



On the Rebound

To defeat Rebound Rodney, throw the boomerang in a direction away from him. Jump over Rodney so that the boomerang hits him when it's coming back to you. Repeat until he's beaten and then move right to receive a football helmet from Lucy.

Slipshod Sammy is a sinch to beat. Keep hitting him with your boomerang to knock him backwards. Force him into the black pit and he falls to his doom. There's a radiation suit awaiting you.

Smashing Fun

Once you've made it out from camp property you've got to defeat the evil Iron Fist. Lucky for you, Britain's top tipster knows exactly how to crush the crafty counsellor. You can't actually defeat him so instead, throw boomerangs so that they bounce off him and smash the light bulbs above you.

When all four are smashed, the screen goes dark. Jump over Burns and move to the right. Climb up the ladder and jump up to hit the switch that says 'Do Not Touch.' You appear on a cliff overlooking Camp Deadly. When the lights go out, walk to the right and Hey Presto... You've done it!!!! (Well, I've done it for you!) Cheques in the post please to the usual address.







here to kill and maim as many mutant clubbers as possible — oh no, you want as many VCRs and toasters as possible and as much cash as you can carry.

First, try a little trick I picked up! Go to the options screen and select **EASY** level, leave **EASY** highlighted and wait for a minute. Then press the [L] & [R] buttons rapidly and you will here the word **BINGO** and get into the secret sound test screen, here you can hear all the tunes and the speech in the game. Hours of fun for all the family!

Here aıe the level-by-level guides including the essential prize rooms.

Level 1 - Mutoid Man

From **Arena 1** go right into **collect powerups** then up into **collect 10 keys,** right to **meet Mr Shrapnell** and right again to the **bonus prizes** room. Go down into **tank trouble** and then right through to the **Mutoid Man**.

Mutoid Man is tough even for a first-level guardian, but he's not impossible. The best weapons to combat Mr Mutie are the rocket launcher, the three-way gun and the long range grenade launcher. These allow you to stay out of harm's way and on with the job in hand. Also watch out for the Mr Shrapnels who appear — despatch them quickly to avoid trouble.

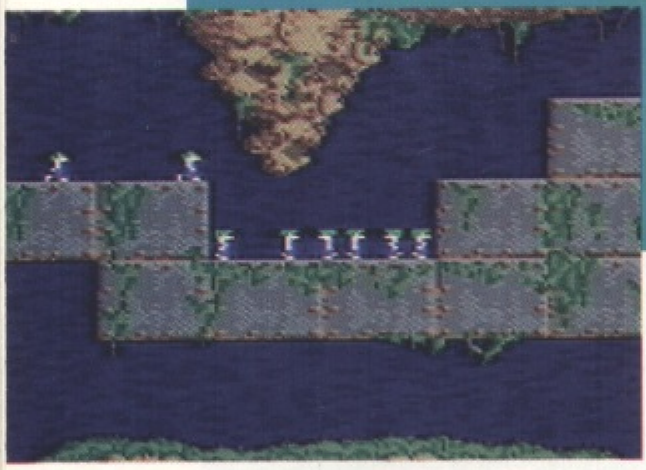
Level 2 - Scar Face

Start in **orbs**then go down to see the **film at 11**, finish that and then right to **defend me**, right to some **turtles nearby**. Down to **these are fast** and right to **buffalo herd nearby**, up to **chunks galore** and then up again to **lazer death zone** and finally right to **meet Scarface**.

Scarface is fast and hovers around you. Stay away at all costs to avoid being crushed. Pile everything you can find into him and you get to the next round.

Lemmings

If you're having problems saving those retarded rodents, **Steve 'Sea Dog' Garratt** of **Peterborough** has sent the codes for the first ten levels. Cheers for the tips. Pity you live in such a sad place!!!



LEVEL	FUN	TRICKY	TAXING	MAYHEM
ONE	HCNUPDR	KORIHCI	URIHOAN	IHSOWUY
TWO	AOBYEKU	IHCAHOG	AKIKNEG	PNATTEP
THREE	TERUKAY	UKORADE	NAHCNAG	ANIIARA
FOUR	HADONUR	MUKASSI	ONAKASO	TTATAAG
FIVE	USIAZNO	AYSUUYN	OISNEDN	IJUKARA
SIX	SINEMAT	URIAGNU	ASURUSN	KATUOSI
SEVEN	URERUZU	KOABENA	NISUKAY	NIHSETI
EIGHT	KAHUKAK	HINEUON	INIAKES	USAGAKA
NINE	IEKOZIO	EUKUTAD	NUFOGET	NOHOYIA
TEN	SOUKANO	UUYSSIE	IURAARA	TUMENES



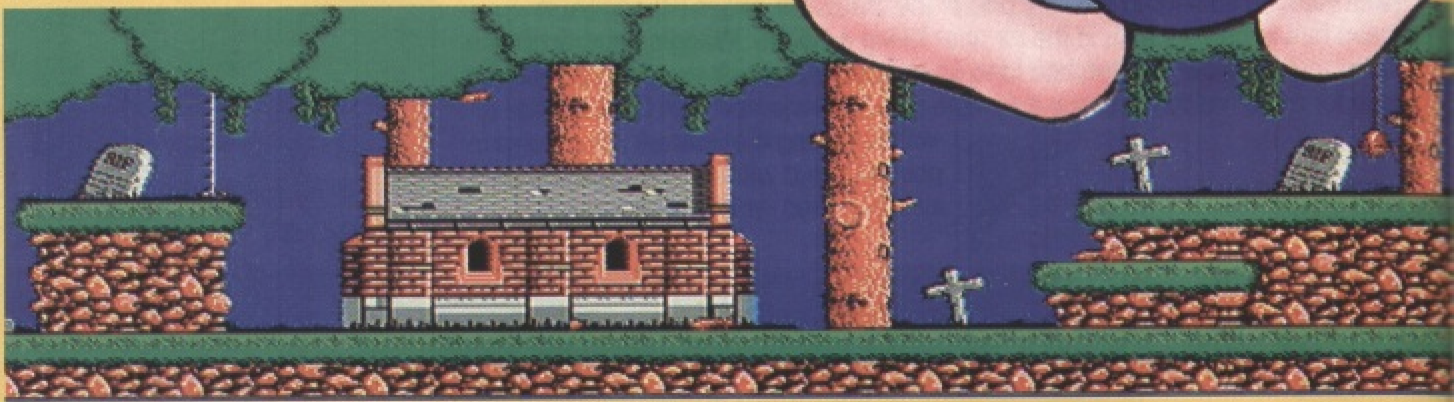


Double Dragon II

Some mags are still reviewing it but Uncle Ace the coolest dude this side of Bradford, has got the complete solution to that bril beat-'em-up from Acclaim. To kill the first Boss, approach him from above or below and punch repeatedly.

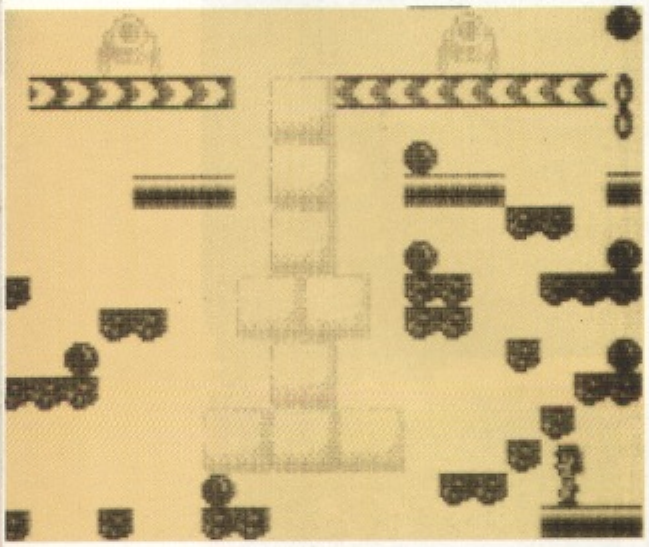
Use the same method for Boss #2 and try to drive him to the far right of the screen where you can keep him pinned with punches! This works for all the end-of-level bosses.

When you get to level ten you go up in an elevator to the first floor. To beat the thugs, throw three punches, grab the thug, use three more punches and then use the flying knee drop. Works every time! To defeat the final Boss, Anderson, drive him to the edge of the screen and use punches and flying kicks to drain his energy.

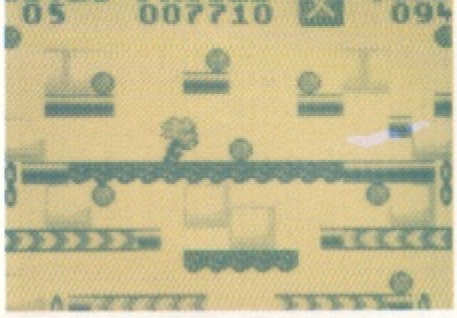


Bill and Ted's Excellent Gameboy Adventure.

Fancy a bit of time travelling with the triumphant dudes? Check out these passwords courtesy of **Steve Gorton**of **Leigh, Lancashire**.



World 2	(New Mexico 1879):	555-4239
World 3	(Ancient Greece 410 BC)	555-6767
World 4	(Medieval England 1456)	555-8942
World 5	(San Dimas 1,000,000 BC)	555-4118
World 6	(Shopping Mall)	555-8471
World 7	(School Room)	555-2989
World 8	(Abyss)	555-6737
World 9	(Paradise)	555-6429
World 10	(School Concert)	555-1881



The fantastic adventures of Dizzy

Follow these instructions to open out the game and have access to the grave yard, pirate ship, streets, rapids and under water sections:

From the start collect the key and exit through the door. L, get plank, L, D, get chicken, swop plank and chicken so that the chick is last, L, L, drop chicken in front of Armorog, R, R, get elevator key, drop plank near pit, R, get weed killer, L, over plank, L, up elevator with key, R, R, use weed killer on plant, R, R, R, jump off R, R, down mine, R, make sure the lift 1 light is on, L, down lift, R, D, L, jump in mine cart.

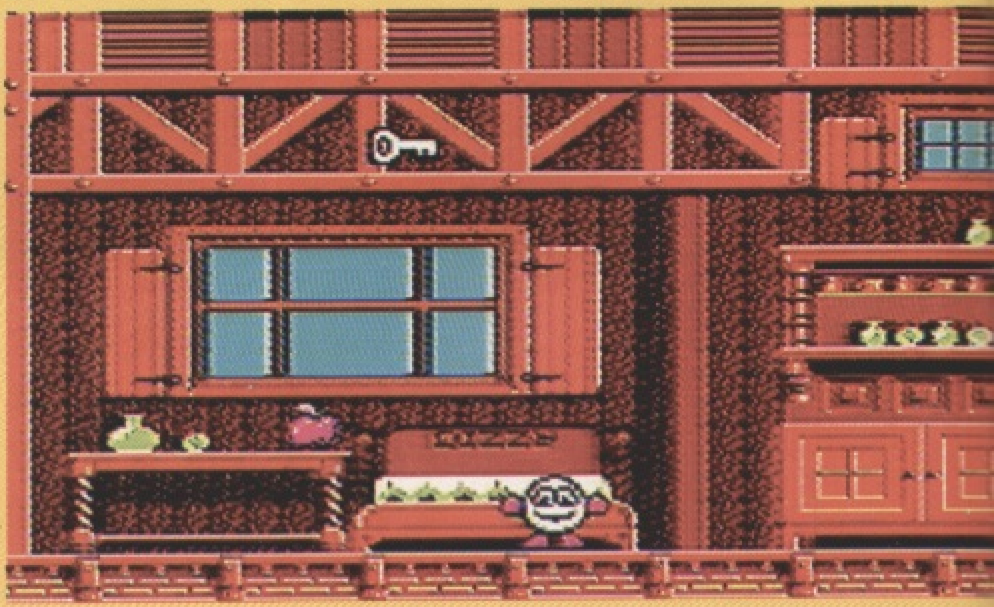
Travelling down the mine cart tracks there are various exits which can be used to arrive in different parts of the game.

Follow these directions to get to the end of the tracks: R, R, stay near the top of the screen when possible, R, L, 2nd R, R, R, R, R, keep R, L, L, R, straight on, R, R, R, L, L, L, straight on, R, L, R, L at end of line, R, L, L, L, R, R, L, R, L, R.

Tips:

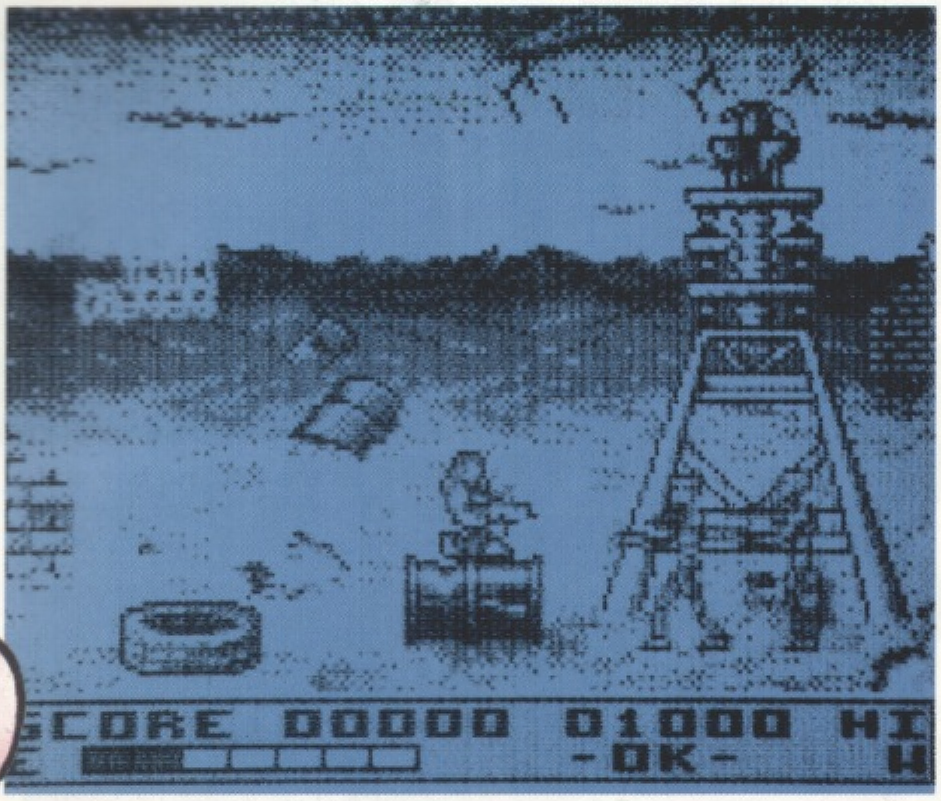
Careful of spiders, ants, rats and drips as all are deadly to the touch. When night time falls they're difficult to see so beware!

If you see and white lines in the game



Terminator 2

If you're having problems finding the correct order to destroy the towers, simply follow these instructions. Counting from the left: 4th tower, 1st tower, 5th tower, 2nd tower, 3rd tower. After you've followed this sequence, run to the right side of the screen and you're greeted by a large robot. Good luck. You'll need it!

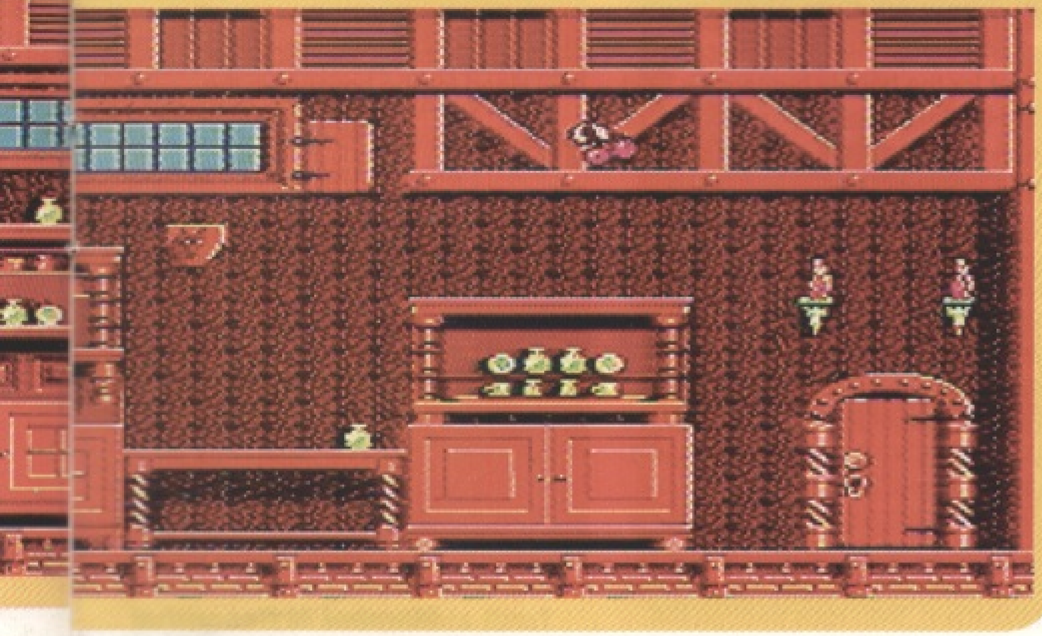




stay well clear! All they do is grab Dizzy and hang him upside down, killing him instantly (soft shell you see).

Make a note of where objects are and you can go straight to them when you find a problem to be solved. A map is a good idea, too — perhaps we'll print one in a later issue.





Prince of Persia

You've got **Neil Cook** of **Streatham, London** to thank for these juicy codes to take you through the first half of the game. Cheers mate, but where are the rest? Typical Southerner!!!!

Level 2: 06769075
Level 3: 24613065
Level 4: 99116015
Level 5: 53004005
Level 6: 46308135



Batman

To access the sound test , on the title screen push up and right on the joypad and then press start.

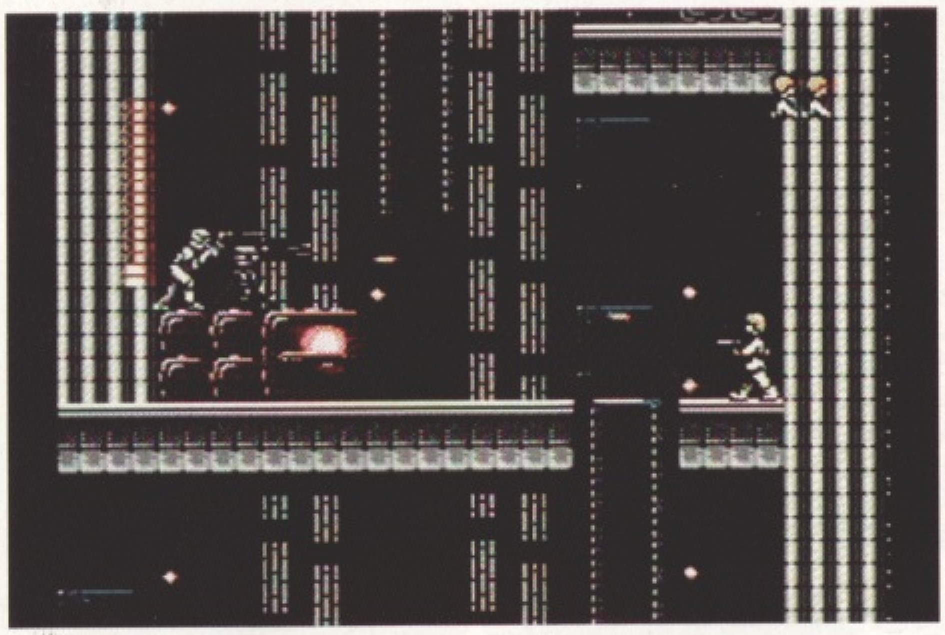


Robocop

Gareth 'Jerbil' Jervis of **Norwich** reckons if you want unlimited continues, wait until you use your last continue and the game freezes. Then press [SELECT], [START], [B] and [A] at the same time. This gives you another continue. Repeat the process indefinitely! What a wimp. Who needs continues? Yo! 'Jerbil' are you a man or a mouse?? Keep on taking the pills mate!

OK, it's time for all you game freaks to quit waggling your joysticks and listen up! This is your chance to get your name in the world's most fabarooney console mag. If you think you've discovered loads of mind-blowing tips and cheats, then watcha waiting for? Send 'em in!

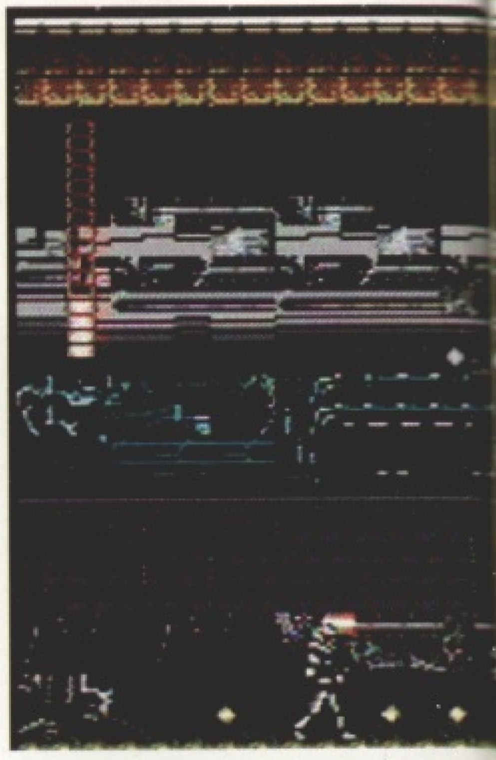
**Remember, only the most brilliant will get the honour of appearing on these most prestigeous of pages. (And if anyone even thinks about ripping-off tips from another Mag and sending them in, I will personally come round to your house and cause severe GBH!) So remember, If it's tips you're after, Ace is THE man. If I haven't got the solution to a game, then it's not worth playing! So show the rest of the world what a really cool dude you are and send your tips into ACE'S HIGH, N-FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW.
SEEEE YA!**





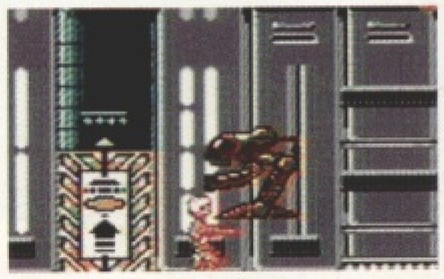
Ooo, what an aweful tie! It's a good job he's been blown out of the galaxy!





Down on the loading bay with the Millenium Falcon parked overhead. Wow!

Star Wars





Is it a review? Is it a preview? Is it an advanced play? Well sort of, but with some high-calibre *Star Wars* tips and a captivating compo from across the pond thrown in for good measure. We launched METAL MARSHAL at the Death Star to investigate...

In a far distant galaxy, Darth Vader and his unpleasant mob build the Death Star — The Galactic Empire's ultimate weapon — then let Princess Leia, champion hair plaiter and rebel spy, steal the plans that reveal the Death Star's fatal flaw… designed by computers, built by robots and driven by Italians!

The rest? You know the movie so let's go. *Star Wars* follows the plot of the film, but don't expect to breeze easily through. You play Luke (duh!), young hero-to-be. He's three lives to start, and stacks of continues. But no level jumping — this is a linear trip.

Score's based on tasks completed. Avoiding trouble and racing through sections seems sensible — but not so. It lowers your score and makes completion harder. Take on some of these guys with a puny single shot laser, and you wish you'd spent more time finding and picking up stuff.

Meet my friends

Han pilots the Millennium Falcon (docked at Mos Eisley), Obi-Wan's the source of advice, and R2 helps with computers and when flying the X-Wing. Two other must-haves are shields for the Millennium Falcon (the Asteroid Belt is unforgiving), and Luke's Lightsaber.

While Luke's the one to be, occasionally let Han Solo or the Princess take charge. From the selection screen pick weapons and shields carried, who's the leader, and the score.

So go and play the game cos here's some handy hints on how to do it!

Tip off

Hop aboard your landspeeder and chug around the desert avoiding Banthas, auto cannons and flying droids, but ducking into one of the many caves whenever you can. I know it's dark inside but ya gotta go cos there's stuff ya gotta find — energy shields, Lightsaber and maybe even your bizarre mates.

Explore all the caves an' speed on. Ignore the sandcrawler and head for the spaceport. Snatch Han Solo from the Cantina without getting Luke's ass lasered off by imperial troopers, bounty hunters or slighted aliens just lookin' for a good time.

With Han and Chewy in tow, search the hangers until you find the oldest, slowest pile of scrap in living memory — Han's ship the Falcon. Except for the bounty hunters it's best to let Han take over now — but be careful cos he's only got one life.

Okay now blast off! The planet you're headed for has been zonked into bite-sized pieces by the Death Star. So now it's 'dodge the asteroids' part of the game but even if you do, a tractor beam still drags you on to the Death Star.

Take out the tractor beam (if R2 is along) by plugging the mobile dustbin into a computer terminal to locate the control room, then race through the maze of halls and elevators to blow the crap out of it. Done? Okay, find the cell block and rescue Princess Leia. Cinch!

Back to the hanger, into the Falcon, up, up an' away, jinking to throw pursuing Tie fighters which 'dog you from behind'. My advice here's to man the lasers and blow 'em to hell.

Leia guides you back to the rebel base but you lead the Death Star there too!

Okay, time to take that sucker out. Cram Luke into an X-Wing, use R2 to regenerate shields and you're away. Take on the Tie Fighters, blasting their energy balls as fast as you can.

Then it's the final conflict — you versus the Death Star. Dive into the trench, bomb along very fast indeed (brown trousers time) find the exhaust port, torpedoes running hot an' steady and blast those slime balls to hell! Head for the horizon as the death star vanishes into rad dust. Hurrah!

Hot sound FX and great playability

And there you have it. With great graphics, well-chosen colours, nicely drawn characters and landscapes, hot sound FX, strong animation and great playability, measure for measure, *Star Wars* on the NES is just as exciting as the film.

Next month we're advance playing Lucasfilm's *The Empire Strikes back*. Miss it at your peril.

Marshal M Rosenthal

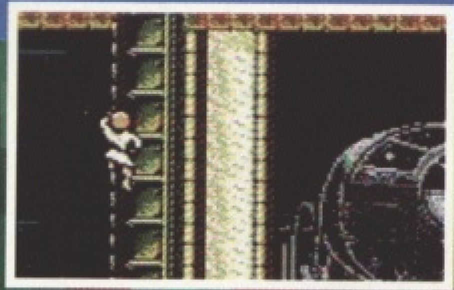


Bobbing along in the sand crawler — watch out!



It's Han Solo — I thought you were better as Indy Jones!

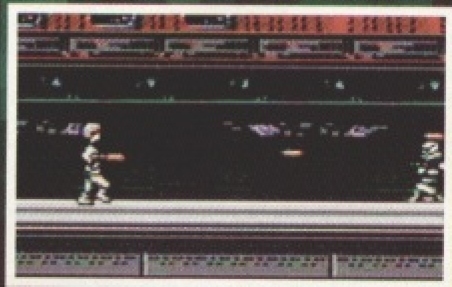




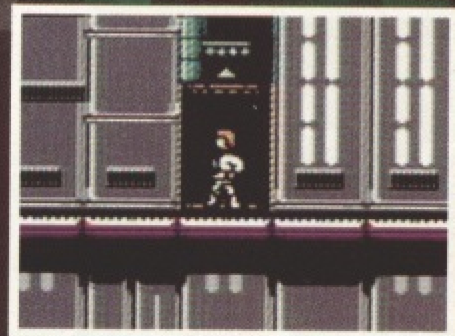
Climbing up a ladder to paint the windows of your ship. I think a nice green will do!

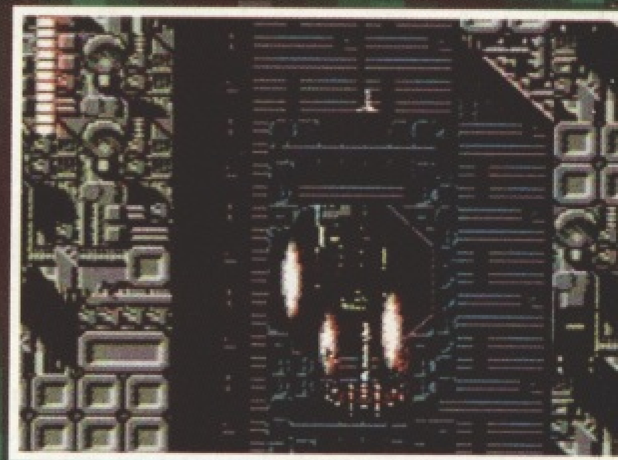
Keep your ass unslung

1. Some Stormtroopers you can't kill, so jump 'em.
2. Share out energy balls evenly.
3. You can only fall about a third of the screen safely, however if there is an exit in the line of fall you land on the other side with no damage.
4. Since re-entering an area re-activates all the baddies maybe the same applies to power-ups...
5. When in doubt check it out — you never know if there's a secret room or hidden weapon.
6. Use the Lightsaber whenever possible, with practice you can deflect laser blasts too.

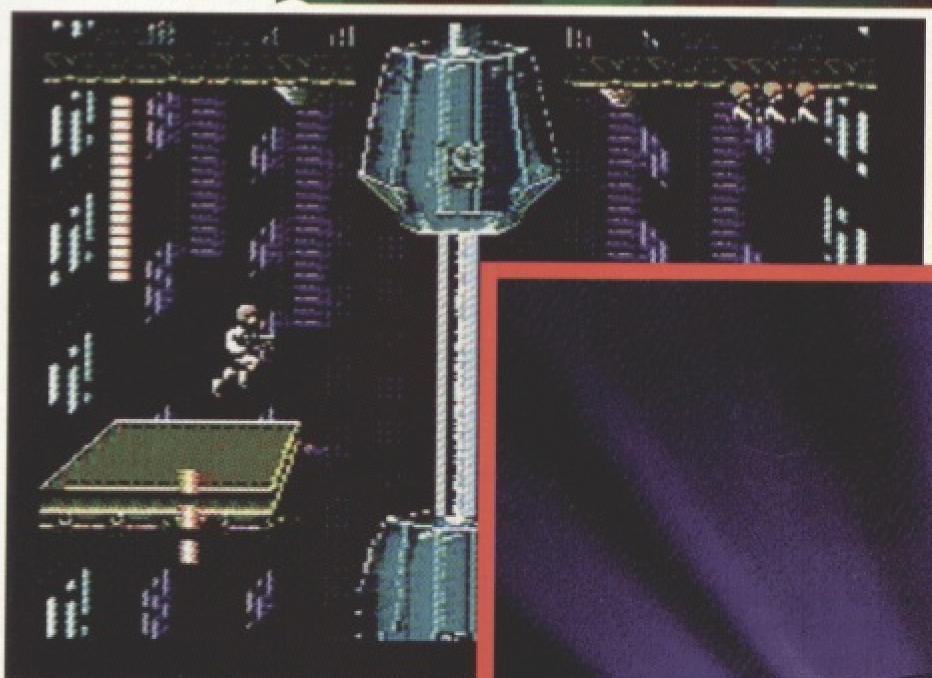


Watch out mate! That stormtrooper is a mean dude and he takes no prisoners!

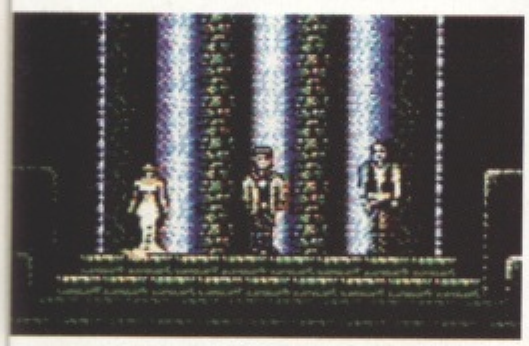




Waiting for a lift (above) and about to dive into oblivion with a flaming exhaust (right).



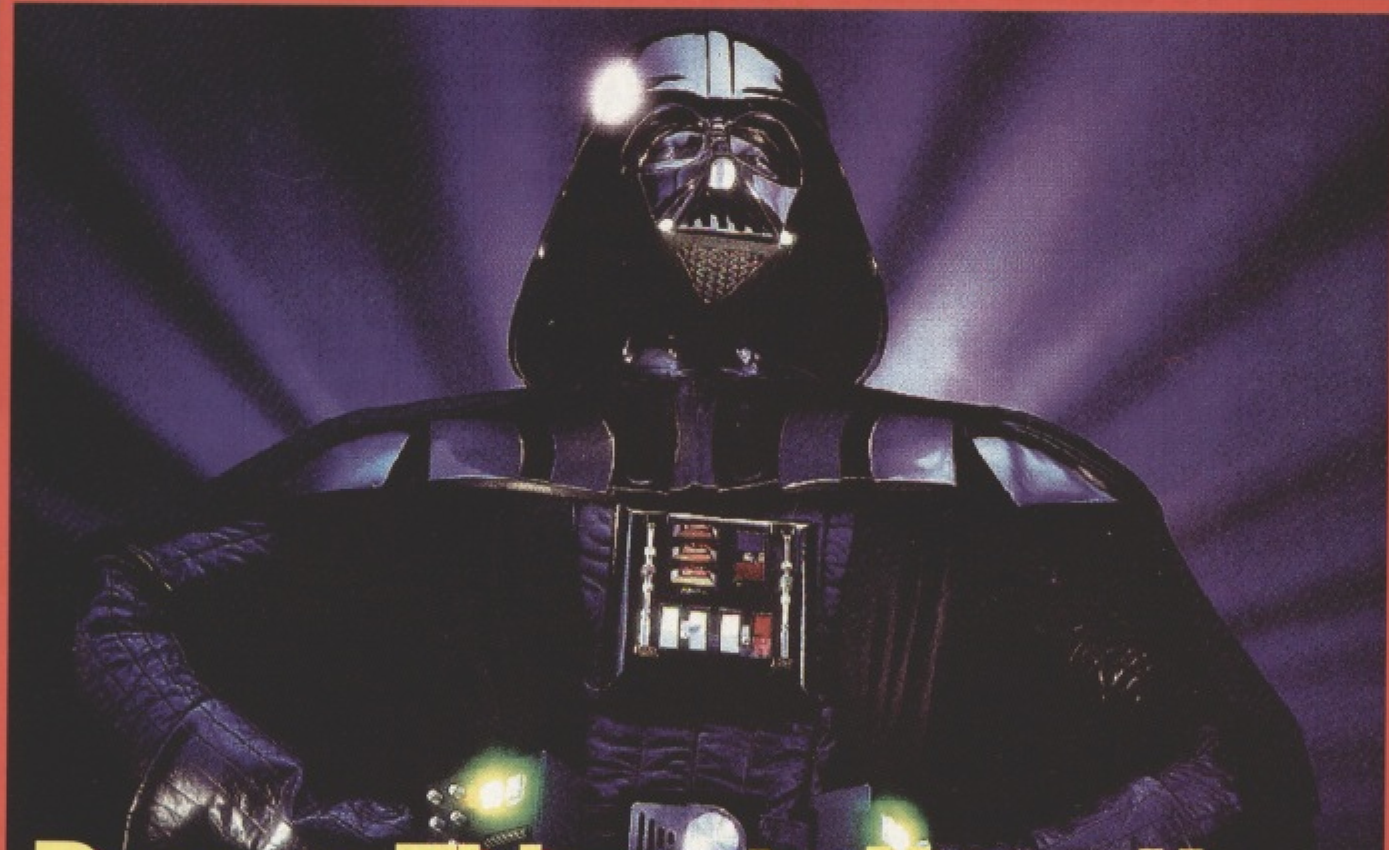
Turn off the tractor beam to let the Millenium Falcon escape from bay 327!



May the force be with you. Near the end of the game where the credits roll.



Wotcha Ben! Don't you die towards the end of this film?



Papery Things to Hang Up

Yeee Haarr, listen up *Star Wars* fetishists, git yer peepers round this cos you could win an unbelievably stupendous limited edition Darth Vader poster, courtesy of Lucasfilm. Jus' answer the questions below.

1. What was the name of the planet where Luke lived with his Uncle?
2. What was the name of the Star Wars spoof by Mel Brooks?
3. How many legs does Darth Vader have?

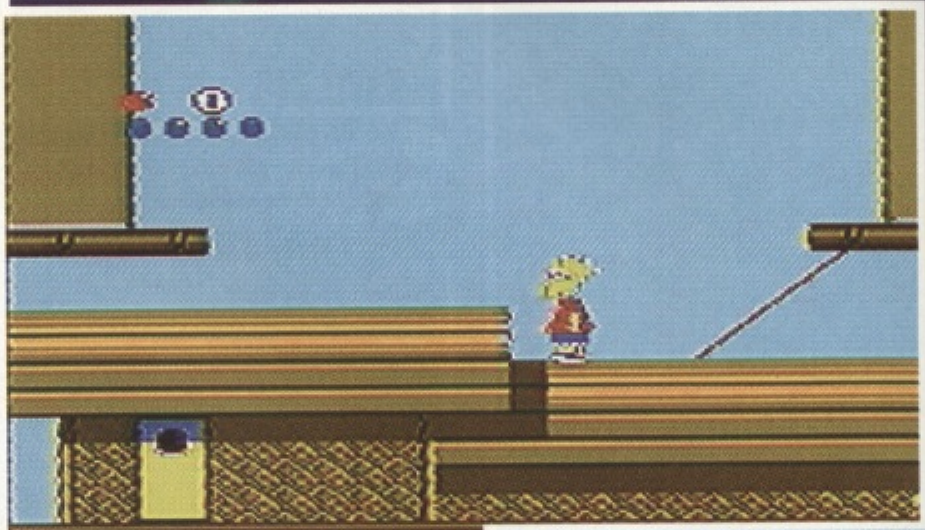
Answers on a postcard to 'Papery Thing For My Wall Cos I've Got Gross Wallpaper Compo' N-FORCE, Europress Impact, Ludlow, Shropshire, SY8 1JW. And make sure you get 'em in no later than June 30. Oh yeah, the editors decision is final.

Promotional considerations provided by Lucasfilm Ltd.

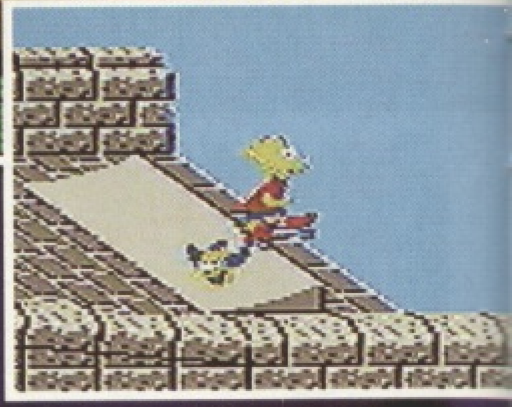
Producer: ACCLAIM ■ Players: 1 ■ Price: £39.99



Below: having fun on a junk ship in China collecting Krusty heads and dodging bombs lobbed by the evil crew . It's a boring level which should be skipped through quickly...



The Simpsons
Bart VS. The World



Bart on the Great Wall of China — one of the more exciting parts of the game.



Yo dudes! What's yellow with spiky hair and big bulging eyes? Could be either Bart Simpson or SHADES in a plastic Mac...

Yeuck! There's nothing cuter than that rubber-faced simpleton, Bart Simpson. Gallivanting round on his little skateboard and pretending to be a super hero. You have to admire the guy though — anyone who can make money out of a dire song like The Bartman is okay in my book.

His latest console caper takes him all around the world. The idea's to pick up the Krusty Collectables and sort out the geezers who want to stamp the Simpson family off the face of the earth. As a competition prize, Bart gets to visit China, Egypt, the North Pole and Hollywood. These levels are chained together with some cracking sub-games.

Mini mayhem

There's a main map screen to select levels and games from. Completing a level brings Bart back to the map again for some more travelling.

Mini games provide cheap collectables to add to the stash in Bart's pockets — there's something for all tastes on offer. A sliding puzzle, trivia game, fruit machine and card-flipping wheeze are all here with new games appearing on later levels.

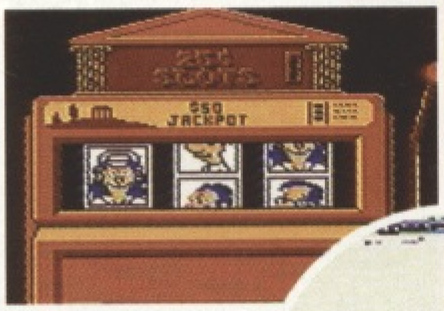
Pick-ups are absolutely everywhere. Most just add points, but some are rather special. Grape Squishees bump up the energy counter, the head of Jebediah Springfield makes him invincible and a Bartman cape and mask give our hero the power of flight (now with wings! —Ed).

Geronimo!

Bart Vs The World combines addictive platform sections with tricky sub-games, but some levels are just too sparse to keep me playing.

It's the presentation that makes a Bart cart worthwhile — animated titles for each level and amusing story lines across the screen.

Can there be any consumer item in the world that doesn't come with a Bart Simpson logo on it these days? Mugs, sandwich boxes, duvets, slippers and now an jolly NES game to boot! I don't know about *Bart Vs The World*, it should be 'Bart Takes Over The World'! **SHADES 74%**







Above and right: Igloo and fruit machine puzzles.



Krusty, Bart's mentor and man with the mother of all haircuts!



With loads of levels and a variety of sub-games, this keeps you occupied for many a merry hour. It's a typical platform-based arcade adventure. Graphics are excellent and, as we have come to expect, there are plenty of funky grooves to get down to. Slow to start, the action really begins to hot up after the first couple of levels. Controls are the usual jump and fire and easy to control. Unfortunately, I didn't find *Bart Simpson Vs The World* as much of a challenge as I'd like. Maybe it's cos I'm the best games player in the universe but *BSVTW* just wasn't a stern enough test of my skills. Definitely for the younger generation! **ACE 72%**

N RATING

89% PRESENTATION
- Excellent animated scenes

74% VISUALS
- Cartoon style capers

64% SONICS
- Bart eating his shorts!

72% PLAYABILITY
- Levels are a bit sparse

69% LASTABILITY
- You won't be having a cow for long

73% FORCE
- One for spikey banana fans only!

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Krusty's Super Fun



Everybody loves a clown, or so the saying goes. With this in mind, MARSHAL dons a red shiny nose and greasepaint, falls over a lot and totally disproves this theory...

Krusty the Klown has major problems. No he hasn't had his TV show cancelled, been held upside down in a vat of warm custard or had to eat Bart Simpson's shorts. It's much worse — his Fun House is infested with rats — dozens of the furry fuzzballs. And Krusty hates rats almost as much as the kids he entertains.

Krusty's Fun House is a weird place. Filled with elevators and escalators, strange creatures roaming about, hidden passages, mystery rooms and disintegrating blocks.

Start your extermination extravaganza in the main hall then pratt-fall into the five sections via fireplaces (Santa Claus complex? — Ed) and such like. Some sections are padlocked and can't be entered until tasks in other areas are completed.

Each section has up to 14 levels with a choice of doors. The big problem's finding hidden levels, since sometimes a hidden bonus block must be discovered before revealing a secret passage — which could return you to your previous location (life's a rat race, but I don't care).

Roast rats

It's your task to aid the 'happy' klown in ridding the Fun House of rodents.

But you have plenty of help. Sideshow Mel, Bart Simpson, Corporal Punishment and others waiting inside — manning various insidious machines of destruction. Krusty must get those rats into the machines.

Then his helpers do the rest, as the machines pummel, electrify, and inflate them to death (watching a furball swell up like a balloon is quite entertaining, and also zoologically educational).

But these rats are brain-dead and here's the big problem. They leave their holes, march about stupidly and, since they can't climb more than a block high (the Fun House is built along pretty bizarre lines as far as architecture goes) it's tough to get them from where they are to their doom.

Klowning around

So as Krusty you must use your brains (remember them?) to accomplish this task.

Blue blocks are handy to place in a hole, allowing the rats to climb out and head onward. There are also pipe pieces to fit in place, air blowers that propel rats horizontally and vertically, plus many amusing methods of rodent e-rat-ication, one employs such diabolically low cunning that you could put a tail on it and call it a weasel!

A fun and challenging game with loads of rewards

Krusty can only carry one device at a time, but stacking objects together's a good strategy. Once he's gotten those rats into the machine, that level's cleared and he can take a break, give us the code to the door we just entered, and continue. However, don't cheat yourself by not watching how the machine does its jobs on the rats, it's enough to put you off rat pie for life!

Pig out!

There are pies to toss at the creatures in the way, toys and food to add points and restore strength. Krusty jumps around pretty high and can fall almost two screen lengths with no worries. But energy must be replenished, as this is one out-of-shape klown. So don't pass up any chance to scoff nosh you might find, especially those juicy burgers (barf, barf).

Control's easy and graphics really great — fun to view with no blending between the action figures and the background to worry about. The rate of animation's silky smooth and very cartoonish with flicker-free parallax scrolling.





Mouse attack! Krusty is surrounded by small furry animals scoffing cheese.



Bart with his big boxing glove will soon put a stop to the squeeking squirts.

Keep an eye on the screen to monitor what objects you've picked up. Seeing the various bits added — Krusty teetering on an edge with his big shoes wobbling, and groaning when he's hurt as stars fly around his head is a scream.

The best effect is how he gets tired from all the exertion of moving around and doing things. This is the first animated figure I've seen that looks like he needs to lie down and rest more than I do after playing and eating all that pizza!

Sound's excellent too. Krusty's digitized voice (taken from the Simpsons) exhorts you to greatness. Hitting enemies and destroying rats are all handled with appropriate (and funny) sound effects that you'll enjoy.

The music sets the mood, then you pretty much forget it for the muzak it is — who has time to listen to tunes when there's work to be done?

Regardless, this is a fun and challenging game — with plenty of rewards for succeeding. Now if we can only find a way to get outside and take on those space aliens!



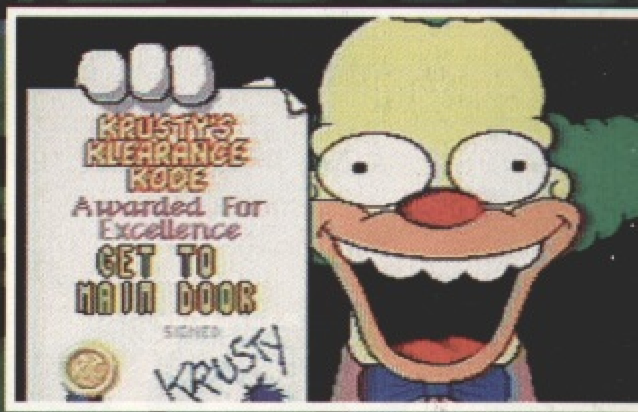
Hi kids and welcome to the super-dooper fun house packed with green wigs!

Sorry Sega

Comparing versions between consoles is hardly fair — but since *Krusty* appears on NES and Mega Drive as well, why not?

Viewing the two 16-Bit systems side by side, I favoured the SNES version. The colours and shading seem a bit more intense, maybe due to the wider color palette, and having more sound channels seems to free up more for use when a digitized voice speaks.







n House





Krusty the clown becomes a human cannonball for the day. What a nutter!



Collecting the power ups will help Krusty conquer the creepy creatures.



Put one foot wrong and the snake will send our hero to the big circus in the sky.



A well aimed meat pie and Krusty makes a snack out of the snake!




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Reviewed!

Producer: TOY H.Q ■ Players: 1-2 ■ Price: £42.95
Supplier: TELEGAMES Tel: 0533 660 445



Pit Figh



With knuckles gleaming and 12-bore confiscated, GUNNS wades into a dark and seedy underground carpark with one thing in mind — knocking some brain-dead yobbos senseless...

Clucking Bell! (spoonerisms eh? Shining Wit!) I've seen many conversions of this coin-op, some bad, some worse but none as mind-numbing and generally unpleasant as this game.

But before I recount the comedy of errors that is *Pit Fighter*, a quick recap of the thinking behind the game is in order.

Pitiful

For reasons best known to the American Law Enforcement Agencies there's a community beneath the city streets, a realm not travelled by the common man, where delinquent dregs of a sick society spend all day beating the living crap out of each other for no readily-apparent reason.

As one of the three less than intelligent characters, Buzz, Ty or Kato (I thought he was Inspector Clouseau's little yellow mate), your life's ambition is to enter as many fights as possible against various mentally disadvantaged opponents, paying frequent visits to a forklift truck for mindless posturing and flexing between bouts.

Having clubbed ten thugs into unconsciousness you face the ultimate challenge against a chap called, strangely enough… 'Ultimate' (well shock me Sherlock!)

Dodgy digitising

The best bit of the game's the digitised photo-graphics and, I make no bones about it, they work really well in the intro sequence. The problems start when you discover the same digitising techniques are used in the game. This worked just fine on the 16-bit coin-ops but when transferred

Reviewed!

Producer: ACCOLADE ■ Players: 1OR 2 ■ Release Date: TBA ■ Price: £TBA





What's got two buttons, 100 legs, an enormous head and is pretty damn creepy? Easy, ACE playing Centipede on the Game Boy!

Ahhh! This takes me back. Remember the early '80s? Thin leather ties, New Romantic haircuts, playing *Phoenix* and *Defender* down the arcade?

Accolade must have their rose-tinted Aviator specs on cos they're attempting to recreate those glorious years, when a pound really was worth something and you couldn't tell the difference between the boys and the girls!

Centipede is the first of a number of arcade classics Accolade have converted for the Game Boy. If you're young enough not to know the scenario, (or so old you've forgotten it!) I'll give you the low down on this spine-tingling shoot-'em-up.

You're the exterminator. As commander of a real swish spacecraft, it's up to you to defend the planet from a gigantic mutant centipede, hell-bent on your destruction.

If that's not enough, there are suicidal spiders, kamikaze creepy-crawlies and dozens of dive-bombing dead-heads to contend with. Once hit, the indestructible insect splits and continues its attack.

Blast the boots off the big-footed bacteria bandit and the corpses become barriers. Clear a path quick because it's straight on to the next round, with even more bug-uglies determined to prevent you drawing your pension!

Classic controls

Whack in the cart and an impeccable illustration of the infamous insect greets you. Choose either one- or two-player mode and the fun begins.

Controls are basic 4-directional joypad, and fire and play like a dream. Older games players will remember the trak-ball on the original coin-op. They'll be pleased to know the Game Boy arrangement is equally as playable.

Graphics remind me of a ZX81 but then again the arcade version was no Picasso. Sonics are typical early '80s — lifeless and uninspiring. Tinny tunes and bog-standard bleeps had me begging for cotton wool — I was hoping Accolade would have up-dated the conversion rather than faithfully reproducing it!

Bug blaster

Having said that, from the word go it's non-stop bug-blasting action. This game spawned a million rip-offs (remember *Millipede*) and it's easy to see why.

Forget the poor graphics and sound, *Cenetipede* oozes playability. The early levels are so easy even Ed could get thru them. But persevere,

Centip

hter

to a double 8-bit console running at an extremely pedestrian 3.58 MHz, no amount of custom chips can bridge the gap, and boy does it show.

Jumpy jumpy

First off, the animation suffers — although the components of a move are nicely stylized, there aren't enough of them so you get jumpy, flickering, slow action.

This, coupled with poor use of the custom sound chip, and what you have is enough to make you lose your lunch. Add to this a bizarre attempt to beef up the amazingly shallow gameplay by making it incredibly hard.

Buy? bye bye!

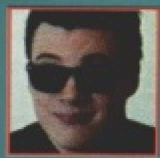
There may be some people who will want to buy this, but I'd recommend differently. ***GUNNS 34%***



The fatal roundhouse kick to the head, and it's curtains for The Executioner.







Oh cripes! What have they done to the brilliant *Pit Fighter*? It was great on the Mega Drive (oh no, the M word again — Ed) — very playable. I was really looking forward to the SNES version but what a disappointment! The graphics are exactly the same as the coin-op, except they're slow! But who cares how great they look when most players won't get past level one! The competition's just so tough, no matter what moves I made or character I selected I always ended up pulverised in a heap on the floor. A game that doesn't have an adjustable difficulty leveland kills off players in the first few seconds ain't much cop. Presentation's very limited too, with only a few character selection graphics. *Pit Fighter* is a cart I would not buy. ***SHADES 44%***

N RATING

41% PRESENTATION
- Intro screen only

54% VISUALS
- Digitised disaster

25% SONICS
- Grunt, grunt, huh?

27% PLAYABILITY
- To tough to have much

23% LASTABILITY
- Killed off by poor playability

36% FORCE
- A poorly implemented and designed conversion

Shoot the mushrooms to clear a pathway and then kill that centipede for the next level.





things soon hot up. Before you know it you're in the middle of a critter convention.

Ass-kicking arachnids are out for an early lunch and guess who's on the menu?! There's so much going on you need razor-sharp reactions just to switch the game on!

If you're searching for a title that's stood the test of time, look no further than *Centipede*. While it's flawed in some respects, it has a charisma sadly lacking in many modern games. If you're a 90's child, you may find it dated.

I suggest you check it out first but keep it hidden from big bruv — he'll love it! ***ACE 72%***

pede



It creeps, it crawls, it's got me by the... it's *Centipede*. Yep, the classic shoot the flora, fauna and fungi has come to the GB. All the features are here, transfered lovingly to the green-screened wonder. Spiders, mushrooms and many-legged mutant munchers. You think that's good, well get a load of this — the gameplay's nothing if not better than the original, and graphically it points up the much overlooked fact that simple can be extremely effective. Frankly, this was a real blast from the past for me — memories of wibbly trak-balls coming high on the agenda, so much so that I was hard pushed to put it down to write this. Well done Accolade — more historic heroes please! ***GUNNS 78%***

N RATING

70% PRESENTATION
- Simple but good

65% VISUALS
- Faithful to original. Still poor!

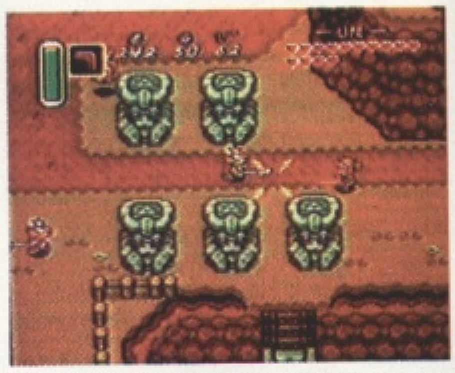
63% SONICS
- Tinny Bleeps. Uninspiring tunes

85% PLAYABILITY
- Smooth responsive controls

82% LASTABILITY
- Loadsa levels — all addictive

75% FORCE
- Classic addictive arcade action





Link marches into trouble (above). In the middle of a fabby platform romp (below).



SNES

Zelda: A link to the past



MARSHAL would like it be known that he has never played dominoes, hates soufflé and does not have a poodle. But he does like rescuing princesses and throwing boomerangs. So we fed him some souffle anyway and sent him off to play Zelda: A link to the past.

This is a story about a guy who, until very recently, was a boring little tit. Not meaning to be in any way derogatory, but Link was a general waste of space as a human being.

He drove a Lada, dental-flossed his teeth twice a day and even listened to Radio 4. He had an extensive selection of cravats. He played dominoes every Thursday night, and lost.

But all this was about to change. Link, after accidentally lobotomising himself with an eggwhisk while preparing a soufflé for his poodle, Graham, finds himself thrust back in time.

To his horror he's become a fearless rescuer of a beautiful woman known only as Princess who, for some inexplicable reason, loves him. Captured by the evil and bile-like Gannon, Princess is pinning her hopes on her hero.

Meanwhile, totally bewildered and still with a slight headache, Link wanders into the local village to talk to the friendly folk. This may sound strange behaviour when there's a lusty young wench waiting to be snatched from the arms of an ogre, but it's important (and a lot less dangerous for Link). The information picked up comes in handy when the village folk get sick of him and turf him out of town. It also helps with directions.

We're talking about a massive world here...

So off he goes, striding out with a determined and purposeful look — well more of a reluctant, wimpish look actually. Not only is he a bit low on power and general balls at the start, he has to contend with two separate worlds — Light World and Dark World, and Link's a bit afraid of the dark (isn't there anything going for this guy? —Ed)

Starting in the Light, Link moves through the land, talks to folks wandering about, searching for objects and treasures. And fighting off attacks by monsters and magical beings, of course. The overview Map shows Link's position.

Get lost!

Speaking to people is very important in this game. They often give you directions (ie. tell you where to go!) and this information shows up on the overview map. So expect to be loquacious, or you'll never find your way around.

Items abound — many are magical, all are useful. Swords and armour, potions and magic mirrors. You name it, it's findable.

Now about those enemies. There's P-Hats, swooping Buzzards, bomb-tossing Cyclopses and the usual assortment of sword-wielding guards. Link's going to wish he was back playing dominoes.

Feeling flutey

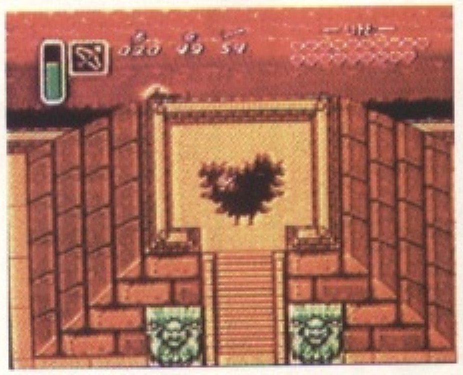
If you want to give our fearless hero a hand, look out for a magic flute that calls up a bird (with feathers) who flies Link between locations. This saves time, shoe leather, and makes Link happy.

Gannon's Castle's the ultimate destination, but don't be in too much of a hurry to get there. If you're not powerful enough, Link's going to be back making soufflé faster than Gunns in a drinkathon.

The mother of all castles is ever-deep and has more dungeon levels than you can imagine. Each filled with monsters and end bosses — all more powerful and as energetically evil as they can be.

Zelda: A Link To The Past follows the tradition set in the 8-bit versions. Graphics are well drawn, with that cartoony look and violence is limited to losing/gaining hit points — there's no graphic representations of broken bodies and bloody parts (shame, shame).

Now remember we're talking about a massive world here — figure on getting through it in about a month if you play seven hours a day, seven days a week, if you're lucky...



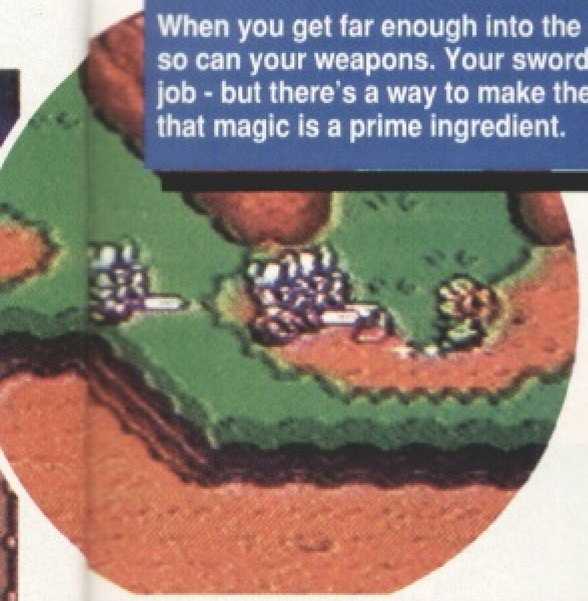
Monster Maulers

SWORD — Makes a nice grating sound as it cuts into monsters and other uglies.
SHIELD — Will protect you if they decide to fight back (you should be so lucky).
BOW AND ARROW — For maximum safety, allows you to stand safely in the distance and still make a killing.
BOOMERANG — (For killing kangaroos?) Useful, but leaves you defenceless while it's in flight.

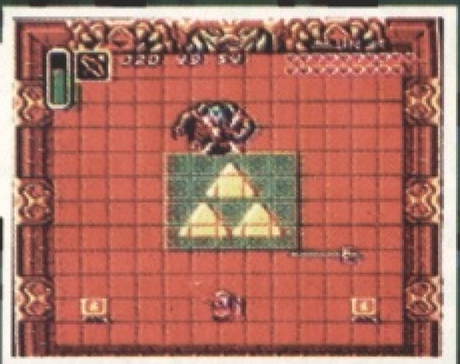
When you get far enough into the game, your hit power increases and so can your weapons. Your sword, shield and boomerang do a good job - but there's a way to make them even more powerful. Remember that magic is a prime ingredient.



Sunset from the pyramids... but with the job ahead, our intrepid explorer hasn't got time to enjoy the views!





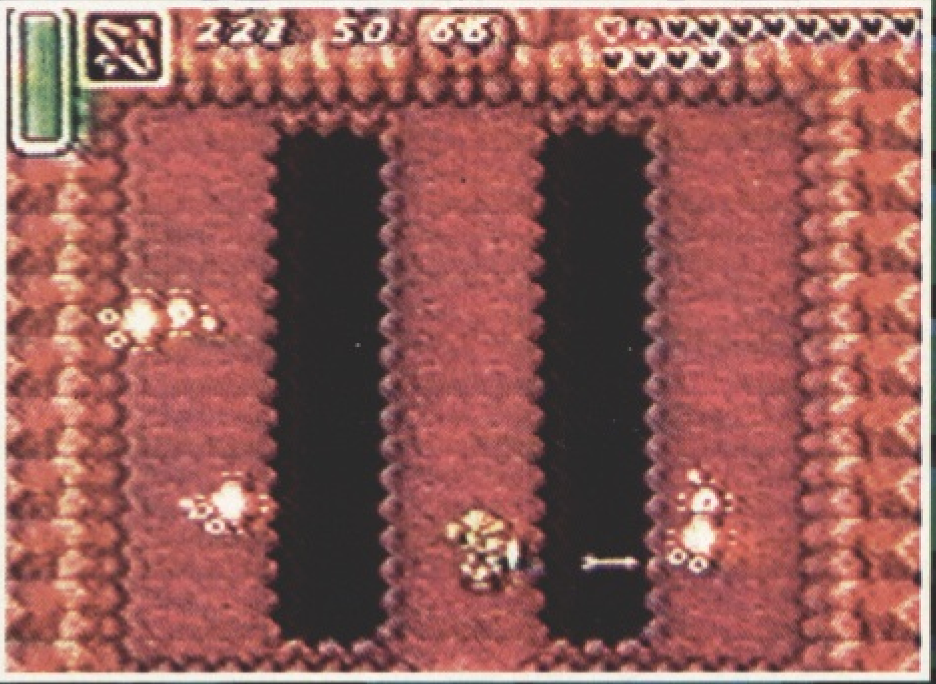


The big confrontation... Link facing the evil Gannon for the mother of all bust-ups.





Above: a desert-like landscape for Link to endure. Below: An overview map to help with directions. Talking to villagers and passers-by in Zelda is important for a number of reasons — it keeps Link happy and helps him find his way to Gannon Castle.





When comparing game consoles, the types of games available always come up. Which has the best action, the best adventure? Now no one can deny that what Nintendo does best is adventure platforms, their *Adventures of Link* is an all-time best seller.

Zelda: A Link To The Past is stuffed with the power and promise that 16-bit (and a whole lot of specialized graphic and sound chips) can offer. Comparison between the 8-bit Zelda games and the first Dungeon level here is appropo — the 1st Palace here is equal in difficulty to the 9th level in Zelda. This is the one that makes those game counsellors who are paid to play these things shudder.

Keep in mind now that Nintendo's USA policy is to not let anyone see advanced copies of games pending. No EPROMS, none of this good hands-on stuff. But they do make occasional exceptions — giving N-FORCE and you an exclusive preview of one of their hottest games!

MARSHAL

Reviewed!

Producer: OCEAN ■ Players: 1 ■ Price: £19
Supplier: KC CONSOLES Tel: 0509 211799



The Addams Family



He's Ookie and he's kookie, at games he's really flukey, he dresses pretty spooky, it must be our man ACE (pukey — Ed)!!

I've seen some pretty weird sights in my time — Ed staying sober all afternoon, Gunns at a CND rally, Shades without his sunglasses and R with a smile on his face — but none as spooky as this platform based shoot-'em-up from Ocean. Launched on the back of the successful TV series and film, the Game Boy conversion of *The Addams Family* is a disappointment.

Tully Alford, attorney to the apparitions and sleaze ball extraordinaire, has kidnapped Morticia and the rest of the crazy clan. As Gomez, head of the haunted household, your aim is to find the missing Addamses and save the family home. Each family member is held captive by an end-of-level guardian which has to be defeated to release your relative. Explore the house and grounds but watch out for the various spooks and hazards that deplete your energy level if they make contact. Dispose of nasties by hurling daggers. Explore to find more powerful weapons (The Graveyard is a good place to start!). You begin with four lives, each made up of four hearts representing hit points. Replace energy by picking up bonus hearts scattered liberally around the playing area.

Each Addams rescued shows appreciation by giving Gomez a special weapon, such as a golf club or a dagger. Your pus-popping son, Pugsley, has left plenty of potions around which are essential to complete the game. More potent than a skunk down your U-bend, these chemical concoctions turn Gomez



Reviewed!

Producer: Camerica/Code Masters ■ Players: 1 or 2 ■ Price: £39.99
Supplier: HORNBY HOBBIES



Big Nose The Caveman



Is it a hot dog? Is it Pinnochio on acid? Nope, it's Big Nose — star of stage, screen and tissue commercials. SHADES takes his honker to a plastic surgeon and has a snip or two done himself...

There are terrible goings on in the tiny prehistoric village of Lud on the Low. All the juicy wild animals are fed up of being hunted and killed (well you would, wouldn't you?) and have gone on vacation. This leaves the hungry people of the village with a major prob.

Thanksgiving's just around the corner and all they've got to eat is mouldy lettuce! But there are rumours of a great peanut butter mine on a neighbouring island, so Big Nose sets off to have a few jars (probably the boozy kind). He soon gives up this quest when a tasty looking pterodactyl flies overhead, though — that'd be much more of a feast — and you get a parson's nose too!

Nosing around!

Big Nose The Caveman is splattered over four islands packed with strange creatures and dark, dank caves. Special power-up shops are hidden about and bones collected along the way can be exchanged for extra lives, more club power and stones for throwing at any prehistoric percy.

Mr Big certainly *nose* where he's going to. Each level includes some horizontally-scrolling section where he bashes creatures and scampers along

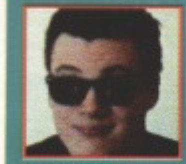
into creatures with special powers. For example, drinking the 'W' potion transforms him into a Werewolf, allowing him to run quicker and jump further. Other potions allow Gomez to swim and become a Vampire.

Platform souls

Although the scenery alters as you change locations, gameplay remains fundamentally the same, which I found disappointing. There are a good variety of options, allowing you to customise the difficulty setting according to your ability (Absolute genius level for me!). Controls are standard left, right, jump and fire and respond well to touch. But the sound track is lifeless and uninspiring. More macabre melodies and haunted harmonies would improve the overall ambience. Opening sequence aside, graphics are average throughout. Gomez is badly defined and the rooms need the services of a good interior decorator.

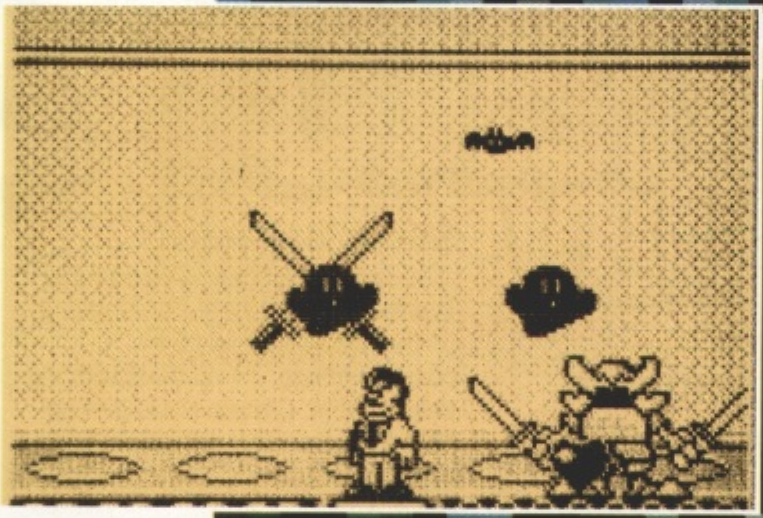
With the vast resources at Ocean's disposal I was expecting a top- notch title. Unfortunately, *The Addams Family* doesn't live up to my expectations. This conversion offers nothing new in format or gameplay. Nonetheless, it's a slick game that hooks you from the word go!

ACE 75%



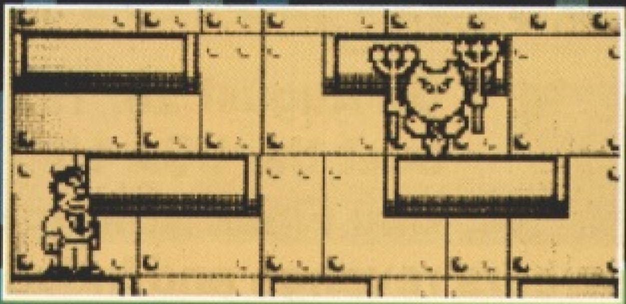
There are creepy goings-on in this great little platform-based romp. Lots of large animated Addams sprites and stacks of playability all crammed into the Game Boy. It's amazing what a good graphic artist can get out of the monochrome screen. Backgrounds on the house, forest and graveyard levels are beautifully detailed and all the nasties and characters have different expressions and movements. I got lots of fun out of *The Addams Family* — bounding about each section of the game, popping ghosts and dodging deadly spikes. If you're a fan of the movie or just fancy adding another game to your collection, take a peek at this. ***SHADES 86%***

Gomez in the hot seat again (below). Run like the clappers and search for a search for a sword...



N RATING

- **70% PRESENTATION** — Not much here to choose from.
- **75% VISUALS** — Suitably spooky, sparse in places.
- **61% SONICS** — Nice tunes, but repetitive.
- **85% PLAYABILITY** — Easy to play and control.
- **85% LASTABILITY** — A testing challenge, tough & varied.
- **81% FORCE** — A smash hit conversion with all the fun of the film.



in true Mario-style. There are also surprise levels hidden away: cliffs, flying sections and the many end-of-level gits to sit down and have tea with.

I'm as 'ard as nails

Scorpions, pterodactyls, giant caterpillars and sabre-toothed tigers all end the fun given half a chance. As they follow set movement patterns, by careful observation and a club in the back of the neck they're pushing up the daisies in no time.

For any hardened platform adventure freak *Big Nose the Caveman* is as easy as blowing your hooter in ya sleeve, but without the mess. It's aimed more towards the younger Nintendo freak, with simpler gameplay and lots of animation to marvel at.

Another great game from the masters of code — ideal for trainee N-FORCErs! ***SHADES 82%***

The start of a new day for Bignose — and it's time to go find dinner!





Pick a cave, any cave... All roads lead to a stone-aged shindig with plenty of fun and exitement.



Bignose* is typical NES family entertainment. Loadsa laughs and nothing in the least offensive (ah shame —Ed). Lots of cuddly sprites and cutesie graphics (yuk yuk yuk!), ensure this'll be a smash with under-nines and Peter Pans. Work your way from idyllic Paradise Island to treacherous Dead Sea. Beware sabre-tooth tigers and bozo birds along the way. Easy for older players, it's a good laugh nonetheless. If you're stuck for a pressie for your kid siblings, get 'em *Bignose*. Not only a belting insult, but a cracking game too! In fact, you could say it's a title snot to be seezed at!** ***ACE 70%





N RATING

- **84% PRESENTATION** — Lots of between level sequences
- **80% VISUALS** — Great cartoon style graphics
- **81% SONICS** — Jolly tunes become unbearable
- **78% PLAYABILITY** — Plenty of levels to explore
- **77% LASTABILITY** — Repetitive gameplay can be boring
- **82% FORCE** — One for the younger Nintendo nutters out there!

Producer: ACCLAIM ■ Players: 1 ■ Price: £24.00
Supplier: KC CONSOLES Tel: 0509 211799

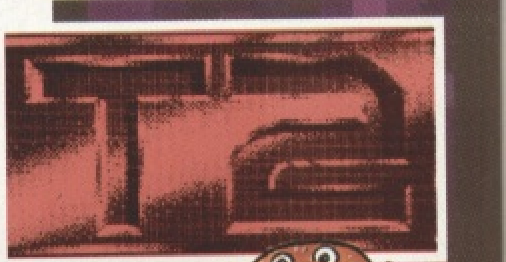
BOY





Above: Kill this gruesome dude to move onto the second level.
Below: meet Sarah Connor. Her life is in your hands.





Terminator 2
Judgment Day



On August 28, 1997 England beat the USA 15-0 in the World Cup Final. America, humiliated, swears revenge and induces global nuclear warfare, killing three billion people. The survivors call it Judgment Day. ACE just calls for a pizza...

Three decades later the war against machines continues, largely due to rebel commander John Connor. Skynet tries to rewrite history by sending a T-800 terminator back to 1984 to kill Sarah Connor and prevent John's birth. (John was to become the world's greatest soccer player, defect to England and score all 15 goals in the final!) Skynet fails to waste John's mum but sends an improved T-1000 back to kill 10-year-old John.

You're the future

You're John Connor, footballer extraordinaire and part-time leader of the Human Resistance — the fate of humanity lies with you. You must find a warrior to defend your past self. Only one will do — a terminator.

To reach Skynet, destroy the five defence shield beacons in the correct order. Destruction sequence info is hidden somewhere among the ruins.

Next, find the terminator storage area to grab yourself a wicked metal mutha. To transform the captured T-800 into your protector, reprogramme its CPU.

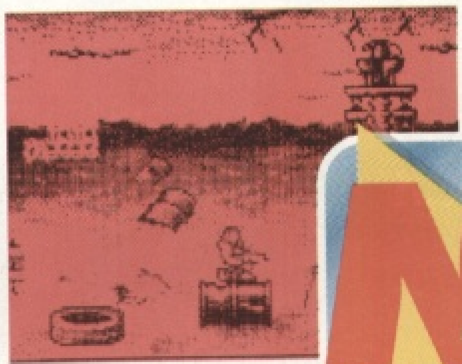
Now a cordial cyborg, travel back in time. Secure yourself some clothes, some strap-on muscles, a Harley and a heavy Austrian accent! Protect John Connor, destroy the original computer chip and arm Skynet was based on, and eliminate the evil T-1000. Then return to the 21st Century and get changed for the global thermo-nuclear lads versus dad's game! What could be easier? (Chewing your toenails without any teeth perhaps? —Ed)

Shoot 'em boys!

After loving the movie, I've eagerly awaited the release of *Terminator 2* on the Game Boy. As film conversions go, it's up there with the best of them. Classic shoot-'em-up action interspersed with challenging puzzle sections ensures *T2* keeps you occupied for weeks.

I'm sure with all the hype, Acclaim could have released any old garbage and it would've sold faster than a loaf of bread in Red Square! However, to their credit, they've produced a top quality cart that will appeal to every action-loving Game Boy owner.

ACE 88%





Although it doesn't follow the movie storyline too closely, this game's a right royal ripper. In the first couple of levels jump into John Conner's shoes to shoot up as many nasties as possible and save the earth a couple of times. Then become Arnie as the Terminator and ride around on the Harley Davidson! As you might expect there's lots of shooting so anyone who isn't a shoot-'em-up fan will soon find the game tedious. There's plenty of ammo and a constant battering from the multitude of meanies. Visually the game's slick with small, but well animated T-800s running around and detailed backdrops on all levels. The soundtrack's reasonable, too, but will soon annoy anyone sitting around you! *Terminator 2 — Judgment Day* is a great film licence converted well onto the Game Boy. Whether you're an Arnie fan or just love a good blast, this is for you. ***SHADES 78%***

N RATING

80% PRESENTATION
- Stunning intro, not much choice

78% VISUALS
- Moody scenery, scrolls smoothly

75% SONICS
- Haunting, butt-kicking tunes

85% PLAYABILITY
- Good action, easy to control

83% LASTABILITY
- Takes some finishing

83% FORCE
- Great shoot-'em-up action, well worth a buy!

Reviewed!

Producer: CAMERICA/CODEMASTERS ■ Players: 1 ■ Price: TBA





What an eggsraordinary game! Lots of eggy creatures wobbling about with cheesy grins trying not to get scrambled. SHADES gets out his egg cozy to investigate. And that's no yolk!

The Fantas

Izzy, wizzy, let's play *Dizzy* — a small egg with red boxing gloves and a big ego. The yolkfolk had a peaceful life in their tree house village. Picking daisies and eggsploring the diamond mines to earn a living. Until the evil wizard Zaks comes to town.

Zaks wants to poach the diamonds for himself, and to stop the Yolkfolk beating him to it he kidnaps Dizzy's girlfriend, Daisy, and whisks her off to his cloud castle.

Dizzy has to shell out on some rescue gear and help her and the rest of his mates eggscape.

Can ol' omlette-features save his chums and get his girlie back? Just as long as no-one calls him chicken poo!

Chicken plop!

The adventure starts in Dizzy's hut with the highly taxing puzzle of picking up a key and getting out!

Scramble through street, tree house, beach, island, under water, pirate ship and mine levels and scratch ya head in bewilderment as puzzles rear their ugly heads.

There's the usual 'pick up an object and wander round aimlessly till you can work out what the hell it's for' puzzles, sliding puzzles for extra lives, bubbles to bounce on from the depths of the ocean and a runaway mine cart to crack up on.

Touching nasty basts, falling too far or sitting under water saps our oval hero's energy.

He only starts with three lives so they're as precious as my mirrored wall tiles. Collect 100 floating stars to access the cloud castle (it's black tie only as well).

How eggciting

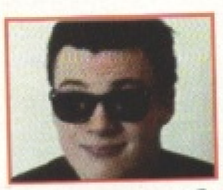
I've been a *Dizzy* fan (try putting your head between your legs —Ed) since the Spectrum version before most of you were a twinkle in the milkman's eye (might as well kiss your arse goodbye while you're there —Ed).

All that rolling about, collecting objects and solving puzzles is superb fun. The trouble with other versions is they're too easy.

Reviewed!

Producer: ULTRA GAMES ■ Players: 1-2 ■ Supplier: KC'S COMPUTERS TEL 0509 211799 ■ Price: £24.00





Space — the final front ear (wha...?!?). A place full of strange creatures with three eyes, furry feelers and no hair on their heads! SHADES baldly goes where no cool dude has gone before...

Star Trek 25th Anniversary

Stardate: Half past six. Mission: Classified. Toast Toppers: Cheese and Ham. Oh, it's you Captain Kirk. I didn't recognise you with the false moustache and red wellies!

The fate of the universe is in your hands. As commander of the USS Enterprise, you've got to thwart the evil Klingon plan to destroy life as we know it.

They've created the doomsday machine which roams the universe obliterating entire worlds. The United Federation of Planets' Starfleet learned of this machine's existence and created the proto–matter fusion disrupter. A little gadget ideal for stopping awesomely evil machines.

Unfortunately this amazing piece of kit was nicked by the Klingons, dismantled and the pieces scattered on three uncharted planets. Put it back together and you win the star prize. Fail and it's goodbye... well, everything really!

Watch the birdy!

As Captain Kirk, study the navigation map which marks Klingon battle cruisers, space amoeba, asteroid fields, Romulan fleet and Tholian cruisers then shift the Enterprise until it hits one. The game then flips to one of the sub–levels.

Fly through asteroid fields with only a couple of laser cannons to waste the rocky rebels. Asteroids zoom at you from all directions so sharp handling's needed to save your skin. The odd hyper-space hole lurks in space — hit one to chuck the Enterprise further into the level.

Survive that and along come the Klingon war ships ready for a spot of mass murder. They zoom towards ya



The Fantastic Adventures of Dizzy is so big with so many different game styles that you never get bored. I've found something new every time I've picked up the joypad!

Anyone with a taste for arcade adventures should get this cart. Buy it or Dizzy will be placed into a microwave on full power without pricking his yolk first!

SHADES 91%



Egg-sploding ovoids! It's Dizzy! Normally I put all my eggs in one basket and jump up and down on them cos I like 'em scrambled! When we got a copy of *Dizzy* on board, Shades parked the old space slug alongside some disused asteroids and broke out the ole' NES. Having played *Dizzy* on many different formats I found the majority were easier than shooting fish in a barrel with dynamite! Not here, this version is not only challenging but bigger than Shades' head! Like a blast from the past it's all here, smooth scrolling, sharp graphics, and slick gameplay. So good, that we never got round to rescuing that maiden who was about to be torn limb from limb on Dordelous 5. Ah well, that's what being a galacticaly acclaimed N-Force trouble shooter is all about. **GUNNS 89%**

N RATING

90% PRESENTATION
- Groovy intro pics

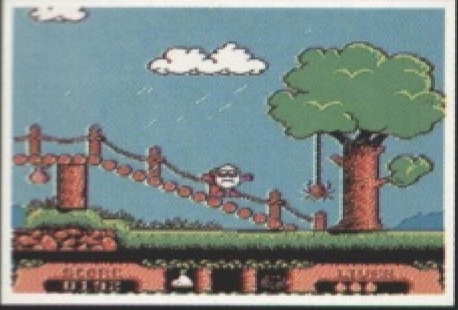
92% VISUALS
- Cracking animation, brill backdrops

91% SONICS
- A bit twiddly but not bad

92% PLAYABILITY
- It's all-white! That's no yolk!

91% LASTABILITY
- Lasts longer than a hard boiled egg

90% FORCE
- Better than getting laid!





stic Adventures of Dizzy

trusty vessel and circle about until you blow their goddamn brains out (who cares about the wives and kids they leave behind)!

Getting bored of the spacey sections? Put on your Captain's hat for a jaunt around a planet. Pick up pieces of disruptor but watch your back (and your sides and your front) cos the natives ain't the friendliest of dudes.

Beam me up swotty!

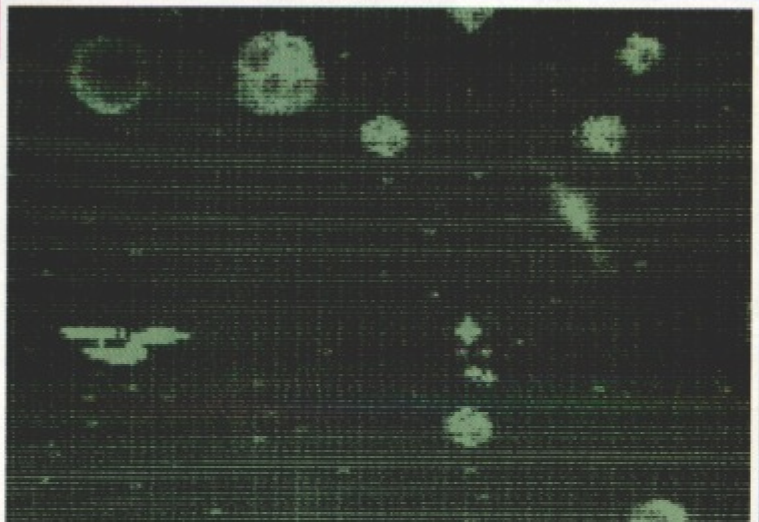
This is definitely a game for Trekkies only. I found the whole thing too naff for words! The idea's to collect pieces of this strange contraption but to get to them, you have to go through endless bleedin' asteroid fields!

Rocks whizz at you faster than Gunns with a rocket up his bum, making it almost impossible to survive to the bitter end!

Presentation's reasonably good with some well digitised pictures of the Star Trek crew and an animated introduction sequence, but that's where the good points end.

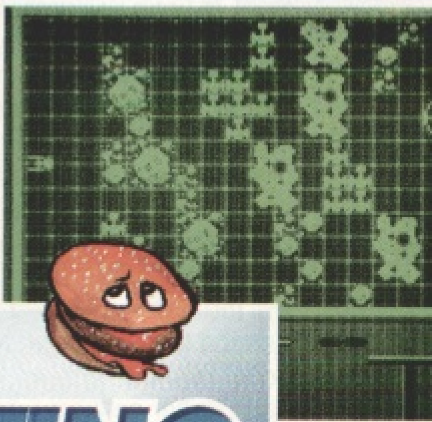
If you are not a big fan of *Star Trek* then you'll be fed up with this too damn soon. But then if you're not a fan you wouldn't buy it in the first place. Would you?

SHADES 44%



The Enterprise — in search of lost civilisations, new worlds and better gameplay.







It's a game Jim, but not as we know it! There may be Klingons on the starboard bow but who cares cos the Game Boy canna take it Cap'n and neither can I! Even though I'm a bit of a Trekkie I found this less interesting than a dilithium crystal salesman with no samples. The gameplay's slow and repetitive, after getting through an asteroid field by moving left to right, up, down and firing there are a bunch of Klingon vessels to avoid in exactly the same way and then a space amoeba to by-pass in, surprise, surprise, the same way! Unfortunately this game runs exclusively on impulse power so my advice is, shields up, full power to the phaser banks, arm photon torpedoes and shoot to kill! Beam me up Shades! **GUNNS 49%**

N RATING

60% PRESENTATION
- Average digitised pictures

42% VISUALS
- Tiny sprites, backgrounds samey

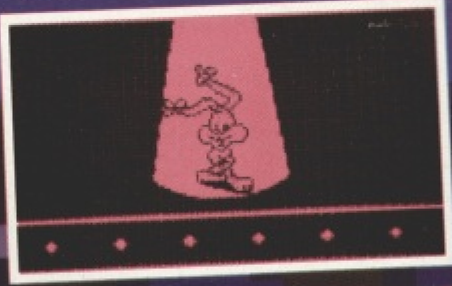
50% SONICS
- Nothing out of this world!

33% PLAYABILITY
- Very limited

30% LASTABILITY
- Too drawn out

46% FORCE
- One for the Trekkies only.

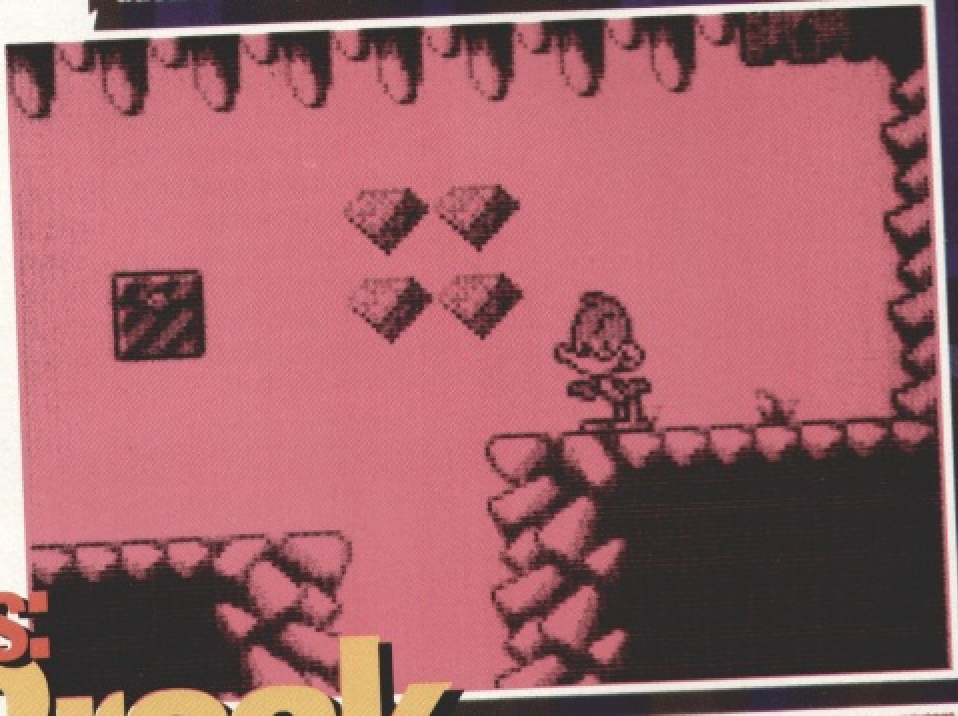
Producer: KONAMI ■ Players: 1 ■ Price: £24.00
Supplier: KC CONSOLES Tel: 0509 211799 ■



Babs is in the spotlight again (right) and collect the diamonds for a dippy duck bonus (below)

N-FORCE KNOCKOUT BOY







Tiny Toon adventures: Babs' Big Break



Bunny girls and big melons! Resident playboy ACE got his hands on a stocking-filler!

What a palaver in Toon Town! Babs is a young bimbo bunny girl with big… (watch it — Ed!) ambitions to become a famous star — we're talking Jim Bowen salary and pointy Madonna bra here! Wile E Coyote offered her a position at the Acme Theatre but she wisely refused. A good job too, cos evil millionaire Montana Max wants to turn the theatre into an all-night poodle parlour!

Now her only hope of stardom lies in the loins of three likely lads who sound like the main course of a Chinese menu — there's Buster Bunny — a cheeky little fella who throws carrots, Plucky Duck — he's bogusly quackers with his pineapples, and Hamton — a portly pig with a trotter full of water melons!

Get an eyeful!

There's a host of other nasty toons ready to quash our hunky heroes, but a quick fruity offering in the right direction or a squat on the head, and they're laid to rest. Jewellery boxes are strewn willy-nilly. Bop them to reveal power-ups — ideal for a quick snack. Hearts restore energy, gems come in useful later on and I-fuls give invincibility.

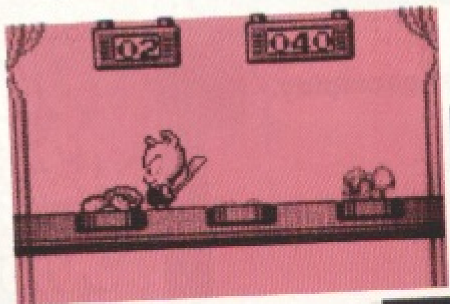
Buster, Plucky and Hamton race against three zippy toonsters to win lives, energy or fruit. Now for a right rad rigmarole — grab that stick and bash a mole! This part's a well wicked wheeze, watch as our burrowing buddies get well and truly mashed — RSPCA take note!

Burstin tunes

Babs' Big Break is just so playable. The toon characters seem to burst from the screen to make you part of the adventure. As for the tune, it's so good the N-FORCErs formed a barber shop quartet just to sing it!

No Game Boy freak should be seen without this game in their handheld friend — it's a bouncing bunny smasher! ***ACE 90%***





It's bash the mouse on the head with the mallet time for Hampton the piggy. The more you bash, the bigger the stash!



What struck me first was the exceptional quality of the graphics — well drawn and animated, they're a delight. Coupling the images to a responsive control system makes this instantly playable. Being able to swap between all three characters at any point in the game, thus taking full advantage of their varying powers, is a great help. Some of the best music to grace the GB rounds off a winner. ***GUNNS 91%***

N RATING

90%	PRESENTATION	So cute, you'll puke
92%	VISUALS	Cor, are we watching Tom & Jerry?
88%	SONICS	Better than Derek Jameson
91%	PLAYABILITY	Play it till the cows come home
91%	LASTABILITY	That's not all folks!
90%	FORCE	Cartoon capers ahoy!

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Teenage Mutant Ninja Turtles in

Olive skin and Peperoni breath! MARSHAL's just the dude to talk Terrapin with those pre-pubescent Pizza fiends!

Cowabunga! Just when you thought it was safe to go back to the pet shop, those sewer-surfin' reptillian renegades are back in an all-new action packed arcade adventure.

This time, those mutant masters of the mystical martial arts, have joined forces with the entire universe, on a crusade to make New York a Vanilla Ice free zone! But first, the pizza-popping pals, Leo, Don, Mike and Raph have got to see a man about a missing Statue of Liberty!

Shell suits

Set the Options (mine's with extra Cheese); easy, normal, or hard mode — each gives different continues to compensate for the pain. With one or two players, choose between three, five, or seven lives.

Pick a shell to suit your personality. Hard and thick if you're GUNNS. Shallow and empty if you're SHADES! Customise the controls for that personal touch!

Decide on the ultra cool colour mode. Graphics can be brightly animated, or gritty comic-book style. (I prefer the gritty version — it's easier to see what's going on!) One vs all, or two players.

Going for versus means taking on another player in the field of honor. Best two out of three wins, dude!

Time trial has you fighting the clock as well — tossed into three courses, each with six to eight rounds. Purpose here: Wipe out those Shredder-loving warriors!

Shell we go

Level 1: Start downtown, forget the sights and look out for trouble. Then head for level 2: Alleycat Blues. From there it's a short bop to Krang, and then on to Shredder. Kick android butt and watch 'em burn. Listen to April but watch out for that blue wrecking ball.

Animation's awesome and the frame rate stunning

level 3 — Sewer surfin' and bonus points to earn. Then on to level 4 and the Technodrome, the T4 Terminator, the Ston Warrior, and a mess of the foot soldiers (don't these guys have day jobs?).

Level 5 begins in 2,500,000 BC with prehistoric Turtlesaurus. Then add a few years for level 6 and AD1530 — Skull and Crossbones. Then take on Baxter Stockman, the Mouser, and the aptly named Chunkey Cheese Pizza Monster (that's you that is! —Ed).

Level 7 beckons in more modern chimes, AD1885 — Bury My Shell at Wounded Knee! For level 8, head into the future and AD2020 — Neon Nightriders (bonus point time again). Then go for the Mechano-Turtle, Roadkill Rodney, and The Rat. Phew! Are we there yet?!

Start popping those salt pills and wipe those palms, it's level 9, AD2100 — Star Base — Where No Turtle Has Gone Before. Then the familiar Bebop and Rock Steady, Krang's exoskeleton gives you a rise, and Slash.

Level 10 is The Final Shell Shock, with Razahr, Super Shredder, Leatherhead, and Tokka — about time too!

Self control

Controlling our noble ninja heroes couldn't be easier. Mastering those martial arts takes just seconds, then it's off to gouge and gash your way through the Geisha-infested ghetto.

Sound effects aren't too realistic — after a while! I've never been a fan of that insipid Heroes in a half shell tune, but it works here 'cos everything's moving so fast — fast — fast! Lastability's excellent. It takes ages just to clear one stage of a level! Animation's awesome and the frame rate stunning.

Pizza cake!

The Turtles really get into the spirit of things, grinning like demented hyenas while wasting unsuspecting punks! The scrolling and high-end rotation effects are gob-smacking.

Make no mistake, this is one to watch out for! Slide, jump, race, fight, get flattened, see stars, turn the bad guys into toast, get turned into toast. There's not even time for a quick slice of deep-pan pepperoni and mushroom!

TMNT is so addictive, there's no way I'm sending this cart back till I get an official cart! The days of Turtlemania may be numbered but this class release will ensure that Leo, Don, Mike and Raph will be around long enough to make the critics eat a huge slice of humble pie, not to mention a few pizzas too!



Special Attack — Specific to a Turtle.

Use this with caution — as it eats up a big chunk of the life line.
Leo: The Spin Move — rotation for the masses.
Mike: The Far Flung Flying Fongula — great way to smash face.
Don: The High Flying Kick in the Teeth — dentistry at bargain-basement prices.
Raph: The Super Bombastic Stationary Kick — real jaw breaker.







Ninja Turtles IV: ...n time



Leo executes a flying kick (above). Give this guy a dodgy pizza and he gets well angry!

Here's what the Shells got:

CATAPULT — Flinging left and right.
WHIPIT — Grabs the enemy's arm and bashes them into the asphalt.
BULLDOZER — The good ol' full frontal
FOOTFLINGER — A flying foot kick.
SNAKE KILLER — Sliding kick.
CANNON BALL — Incredible spinning attack that does no good.
BOX OF HARD KNOCKS — So strong a move it takes away an extra life as penalty for use. Snatch up the red box with the black ball. The turtle will go into over-drive and destroy everything in sight.

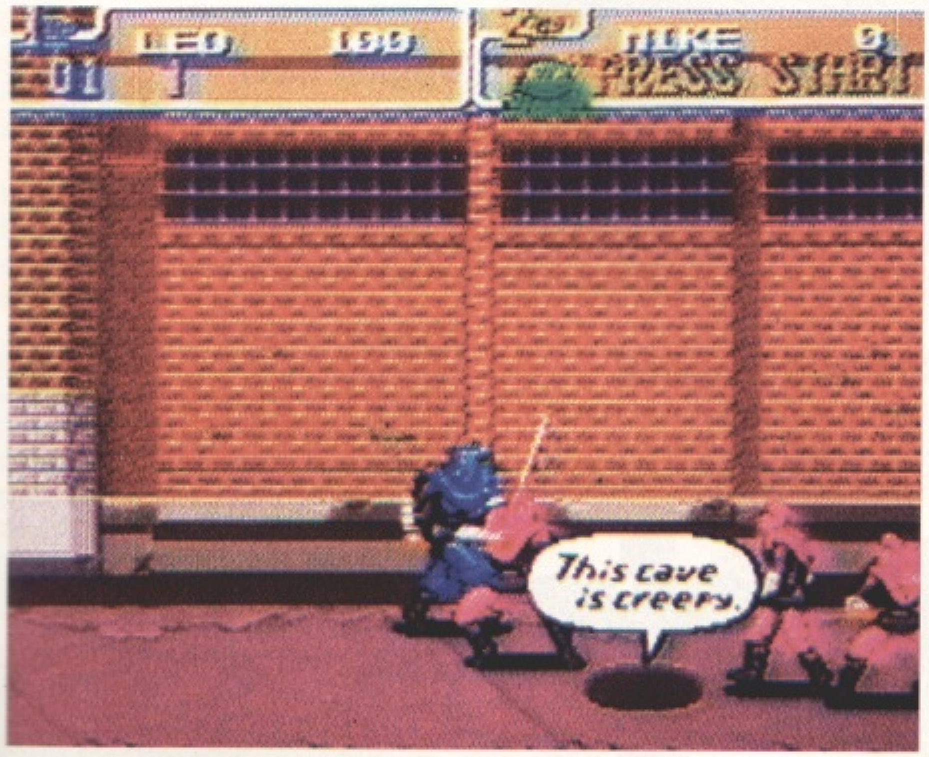


Left: the lads tune in for another edition of Neighbours
Below: the turtles go underground for a spot of saving the world, conquering evil and all that heroic stuff.





Kaboom! Dodge the explosion and waste those villains with yer weapon!







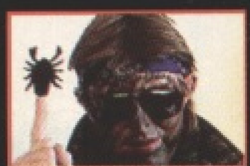
Let's get ready to rumble! Our shell-suited heroes prepare to do battle.



Reviewed!

Producer: ACCLAIM ■ Price: £19.50 ■ Players: 1
Supplier: KC's CONSOLES Tel: 0509 211799





Ghosties, ghoulies, long-legged beasties and things that go BLAM, BLAM, KABOOM in the night. We asked GUNNS what he thought of Beetlejuice; he said it was okay but he preferred Bourbon...

Beetlej

He's the ghost-with-the-most, for a spiritual post, your ethereal host, coast to coast. Not loose, not puce, just Beetlejuice. And his girlfriend's been kidnapped by evil Astoroth and taken to his netherworld hideaway (most likely to peruse his etchings).

As ol' Beetle brow, rescue the luscious Lydia from a fate worse than life, an eternity with nothing to do but play Snap against an omniscient being. To find your Mistress of the Dark, clear the five levels of apparitions and assorted snozz-balls for the final confrontation with Astoroth.

Spring cleaning

Firstly, de-spook your humble abode — six rooms each with different dead souls making spectre-cals of themselves. Haunted underwear in the laundry, a possessed judge in the kitchen, paranormal plates in your den, a gross ghost in the bedroom, pipe puzzles in the bathroom and a lotta leaks in the boiler room. These are entered from the halls and stairs which crawl with past-over party goers. To aid your exorcism there's an unlimited supply of magic. But is this just a jumpy, shooty type? Hot damn, no!

One task facing ol' Beetle brain is the face-pulling competition. Design the most hideous visage imaginable from the options available, obtaining in the process a 'gross rating'. Now it's time to out gross the ghost, following the onscreen prompts, prod the direction pad, using all that latent manual dexterity. First to fill the gross-o-meter wins.

Puzzles are also lurking in the game — in the bathroom a sniggering demon has jumbled up the pipes leaving you the job of rearranging them before it turns on the tap, flooding the house. Beware,

Reviewed!

Producer: ELITE SYSTEMS ■ Price: £35 ■ Players: 1 or 2





A mad serial killer with a blunt instrument and an identity crisis... GUNNS and Caveman Ninja make a good team!

Caveman Ninja

Ugg! Ugg! Rugugga hurlugga, huruugg! Fizz, click...... Sorry, the translation podule's on the fritz. Ahh, that's bette. The story's like thi... Burr, wheee, ssss... ucking batteries! At last. Translator power-pack's snafu, so I'll keep this simple and short.

Heap bad men steal Joe's bearskin babe. Me find bad men, when find, squash with heap big club! Me can run, jump, crouch 'n' do big spinny leaps.

Joe have many power-ups — apples, water melons, burgers, stone axes, flints, boomerangs, stone wheels 'n' that hot fire stuff!

There be many places to go till me find woman and me have to fight two heap big monster types in each place!

Dinosaur burgers!

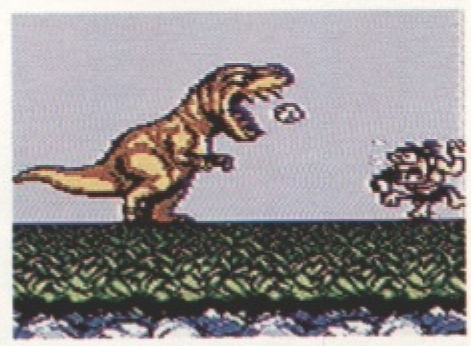
Them damn monsters am Haltico-saurus, adult Tyrannosaurus, the legendary giant tyrant Triffid, adult green Pteranodon, the Nothosaur, the mythical Dacentrurian, a Pachyceph-alosaurus, an adult blue Ptheranodon, an adult red Tyrannosaurus and the fabled Sagileocorn.

Phew ugg! Me think Joe stay home an' watch *Flintstones*. On other hand if Joe no rescue his stone age shelia, who do the cooking? Yup! No pleistocene lizard's gonna keep Joe from his woman, ugg hang on babe, Joe comin' ta rescue ya!

Ugging axe!

For much whopping Joe got big ston... wheee, sssss... ugger me!...

Oh thank goodness! For a minute there I thought I was gonna be trapped in that game forever. Fated to wear a grass skirt for all time.



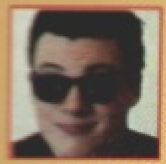
Ugg! He may have a good supply of rocks to throw but it's still brown trousers time.

there are only 60 seconds on the clock and the pipes have to pass through two predetermined points.

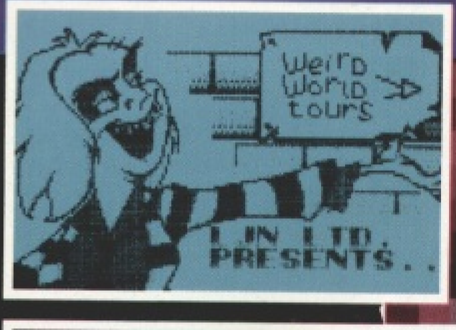
And this is only the first level!

This is one fun game, the idea, presentation and execution are all well above par. If you want something more with your GB, just remember, Beetlejuice, Beetlejuice, Beetlejuice!

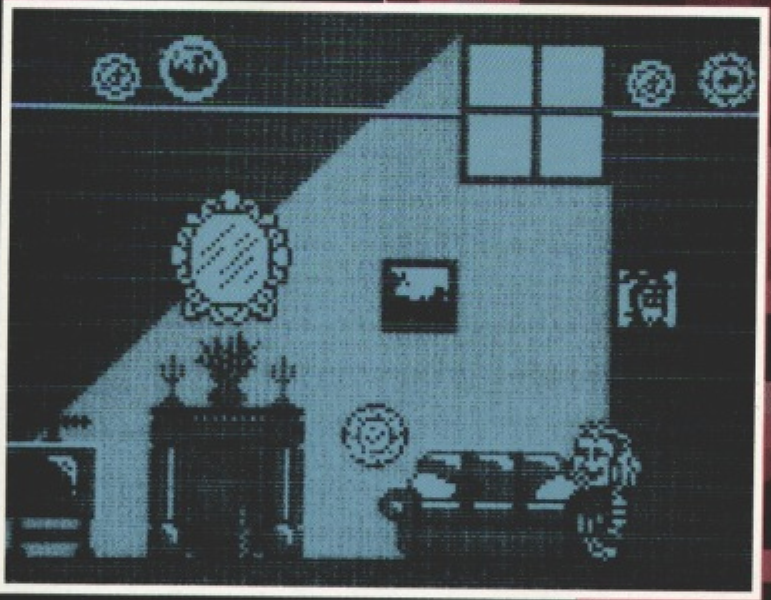
GUNNS 85%



This is an arcade platform and puzzler — what a refreshing change! Visually, *Beetlejuice* is a real treat with oodles of animation. The graphics are converted from the cartoon series of the movie and the characters look just as appealing on the Game Boy as on the big screen! Get stuck in! **SHADES 86%**

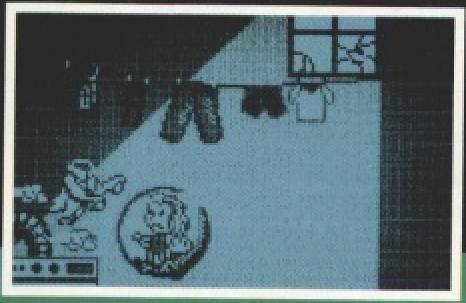


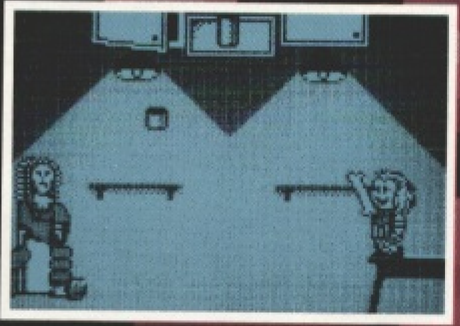
Use Beet's magic powers to zap the deadly dinner plates. Mind you don't smash the mirror — he's had enough bad luck!



juice

Romp around the house shooting everything. Get fed up — you can do your laundry!







N RATING

87% PRESENTATION
● Very nice front end

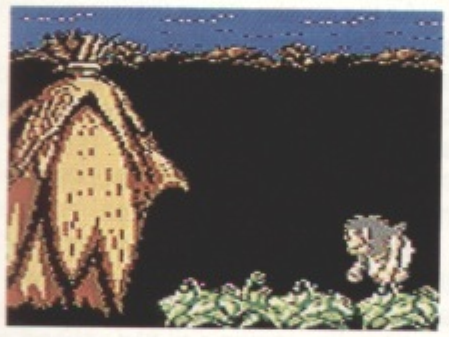
86% VISUALS
● Sharp and clear

82% SONICS
● Tuneful but not irritating

89% PLAYABILITY
● Straightforward, no impossible bits

86% LASTABILITY
● Highly addictive, needs more levels

86% FORCE
● Unholy fun and ghastly giggles. Better than life.



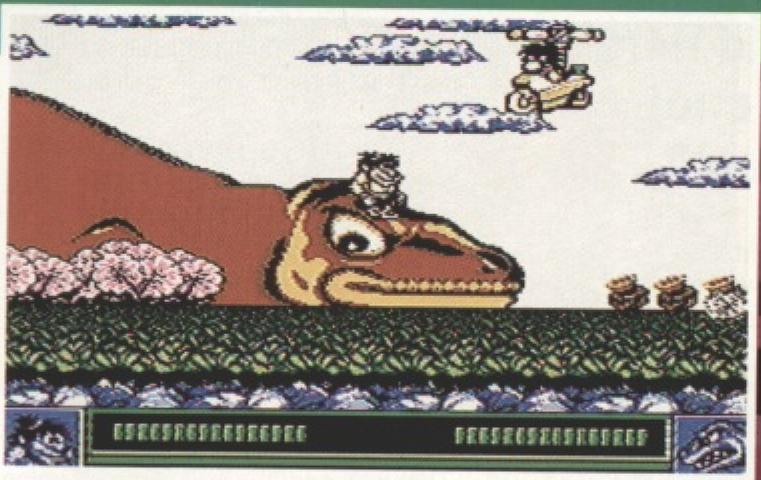
After finishing an exhausting level it's always good to come home. Wilma!

Anyway to recap.

This is a damn fine five-level left/right parallax scroller. There are two guardians to waste on each level which calls for Joe's power somersault and some mean axe throwing.

You're kitted out with some great digitised speech and music almost straight from the coin-op. Gameplay's fairly hard (boy did I miss my fire-and-forget photon lance launcher, ideal for use home and abroad) with only an axe to start with. It's well put together but could do with being longer.

GUNNS 81%



Collect all the power-ups and one day you too will be able to own a flying machine!



Mortgage your wattle and daub two up-two down for a set of neanderthal nunchukas and a crash course in Buddhism. Then axe your way through the rousing levels of vigorous arcade action. Sampled speech, multi-layer parallax scrolling and a multitude of colour-drenched backdrops make this primordial pastime a real hit. If you're partial to a spot of palaeolithic pteranodon-pummeling, *Caveman Ninja*'s right up your bearskin loin cloth. More for the young 'uns though. **ACE 72%**

N RATING

83% PRESENTATION
● Ugging nicely done!

81% VISUALS
● Great colour and parallax scrolling

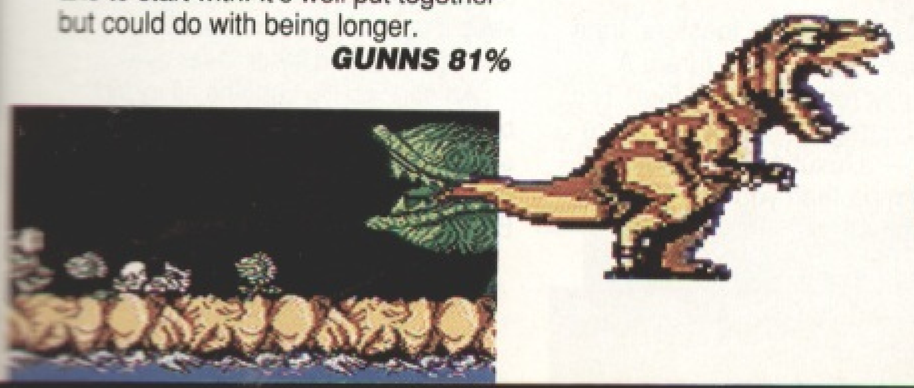
85% SONICS
● Straight from the coin-op

79% PLAYABILITY
● Fast and ugging hard

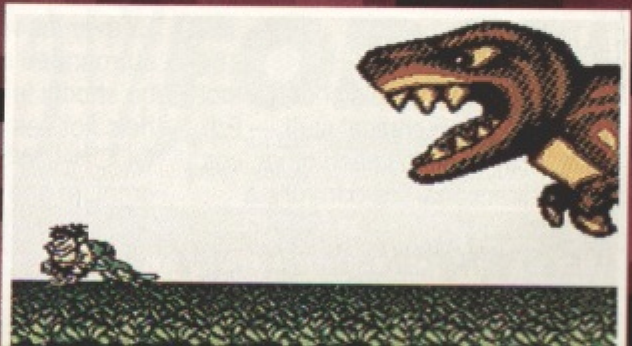
77% LASTABILITY
● Infectious, but could be longer

77% FORCE
● A cute primordial hit with speed, addictivity and rousing action.

End-of-level beasties use ninjas as tooth picks — and spit out the pips.







Producer: ACCLAIM ■ Players: 1-2 ■ Price: £42.95
Supplier: KC CONSOLES Tel: 0509 211799









N.FORCE KNOCKOUT

SNES

Super Smash TV



It's Friday, it's five o'clock, it's nothing like Crackerjack... It's *Super Smash TV*. And here's your host for tonight's cool cool show... GUNG-HO Gunnnnnns!!!

Nice to kill you, to kill you twice! That's right gore fans, it's time to shoot your family, bludgeon Bruce Forsyth to death and NUKE THE WORLD!! All this and a DELUXE TOASTER can be yours when you play the biggest game this side of the Horsehead Nebula. So polish that Uzi and Come On Down!

Okay, listen up. This game's for one or two people but you need a partner to get the most out of this money-wise, and basically to save your skin.

I figure three continues with five lives a go's ample, but some less gung-ho, pump-'em-full-of-lead, well-adjusted dude might need more to get past the first screen.

The unlimited ammo's a real help, along with the auto pick-up, but the biggest help's the map to the level provided once they've cleared: **Arena One!**

Bang! Bang!

What the boys do here's shoot! shoot! shoot! (phwoar, technical stuff — Ed). Luckily, they can't kill each other 'cos the four-directional fire control's a bitch to handle at first...

And we're awaaaay! The players face your average, fairly dumb, club-clad opponents who rush 'em from four doorways. The players have machine guns which should give 'em the edge, but the sheer number of Mutant Barf Balls spells T.R.U.B.B.L.E. (oh spare me! — Ed).

There's some snappy shooting by Player One which keeps Player Two from disappointing his future bride. Those guys with the baseball bats are single-minded — their sole aim's to pile in and beat the living crap out of you (or the dead crap if need be).

It's a Knockout

So far the boys are doing fine ... Oh! ... even as we speak Player One's surrounded by bat-wielding maniacs, he shoots left, right, no! He missed — he's not seen the man behind... OOOHH! What a hit! A crushed cranium and he's down!

(I should point out that Player One returns to the game, this time with a personal force shield! Remember folks, Player One knows how to die without really hurting himself and we don't recommend you try this at home).

Uh-oh, Player Two's got problems — he's got to grab one of those special weapons that magically appear from time to time, to stand any chance... SHOOT BOY, SHOOOT! BLAST THEM MUTTIE SCUM MOTHERS!!! Sorry folks, but this is hot stuff!

'Bingo!'

That was another well sampled voice as we see the awesome effect of the maelstrom icon, Player Two got to it just in time and wasted the whole bunch of them SCUZZ BALLS!

'And our star prize tonight — a luxurious vacation!

That was the last play of Round One viewers. As the contestants consult the maze map here and gear up to **MEET MR SHRAPNEL**, let me remind you of the prizes you could win on *Super Smash TV*.

Innn one! Deluxe toasters. Innn two! Super VCRs. Innn three! A 1999 sleek roadster. Innn four! Top quality luggage. And our star prize tonight — a luxurious vacation and more wonga than you can shake cute alien at!

The game now gets harder as you face more enemies for longer. There are tin soldier bods chucking shrapnel around, while tanks, wall-mounted cannon and thugs try to turn you into a pile of radioactive dust.

As the smoke clears there are piles of blood-covered mutties, arms and legs all over and... yes, I can see both players slipping on entrails and spent cartridges... I LOOOVE IT. Only a few lives lost for the boys but they'll need them all for **Mutoid Man**!

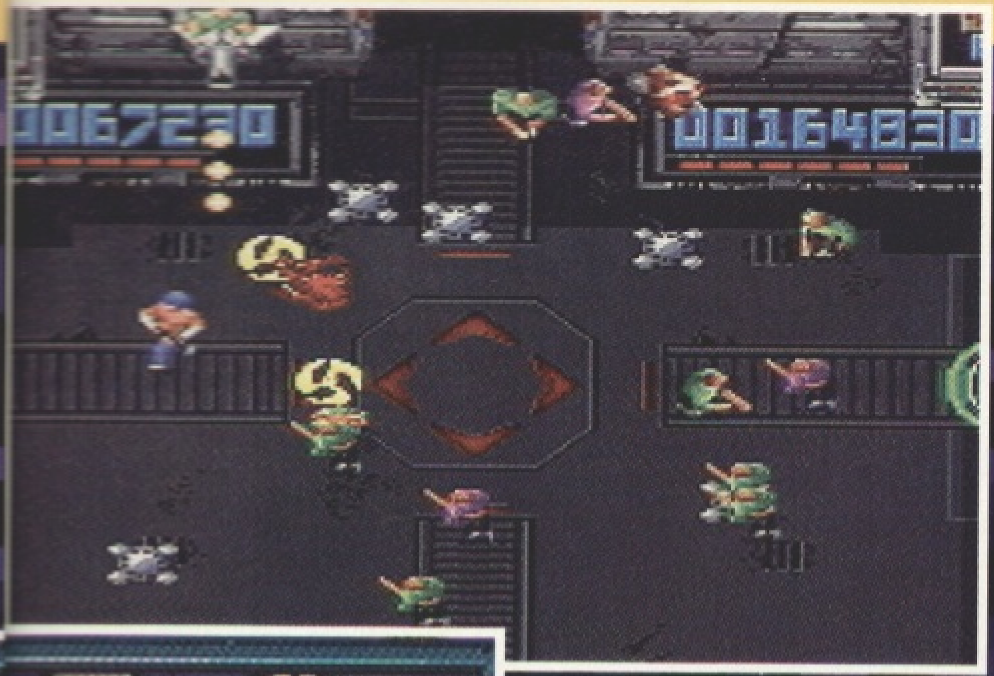
This metal mother's got more lives than the ship's cat, with massive arms and laser beams from the eyes to squish you or fry your hide, he ain't no pushover — your best shot's from behind using every weapon you can pick up, making sure he don't reverse an' mangle y'all.

Bullseye!

This is the big one, guns blazing away, Player Two's in trouble. Caught in a corner, his only hope's to keep up the fire power... NO! Too late, trapped and ground into a red smear, Game Over boy.

Player One's got his work cut out now. He grabs the grenade launcher — you've got to be close with this baby. Jinking about... oh good shot, keep it up, just a few more... Hot damn! He's fried by ol' laser eyes...

Ah shucks, it's curtains all round, but this is a GREAT game — nice, simple animation, splendiferous graphics, funky sounds, masses of BIG guns and fast, furious non-stop



Gunns' Gear

You're given five types of weapon to BLAST and MAIM and KILL, KILL, KILL with.

Uzi
You start with one of these — useless against end-of-level types.

Rapid Fire Grenade Launcher
Fires a cluster of bombs, short range, but deadly.

Rapid Fire High Power Grenade Launcher
A rapid stream of grenades fired in a parabola, long range — no good close up.

Remote Fire Machine Gun
My absolute fave — three-stream rapid fire, long-range massive stopping power, BEEEAUTIFUL.

High Power Photon Missile Launcher
Long range missiles, great against armoured opponents.

Maelstrom
Destroys everything on screen.

Mobile Force Shield
Protection for a limited duration.

Disc Defence
Several rotating discs that mash all and sundry.

Speed Boost
Increased speed for a limited time.

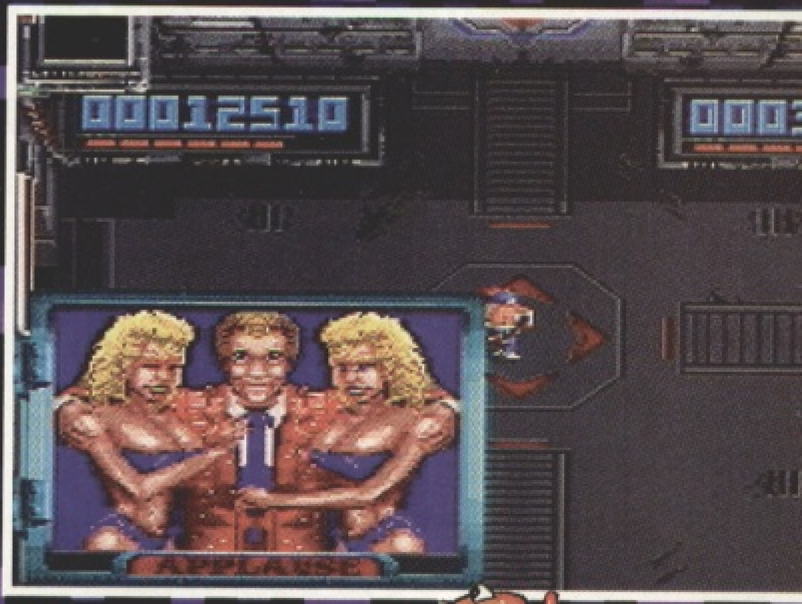
Extra Life
No prizes for guessing this one.



ABOVE: Big money, big prizes, You'll looove it!



Prizes by the dozens, but watch those landmines (left) and time out while your host wishes you good luck (below).



action. The sort of game that makes you think you've died and gone to heaven (play it long enough and you probably have).

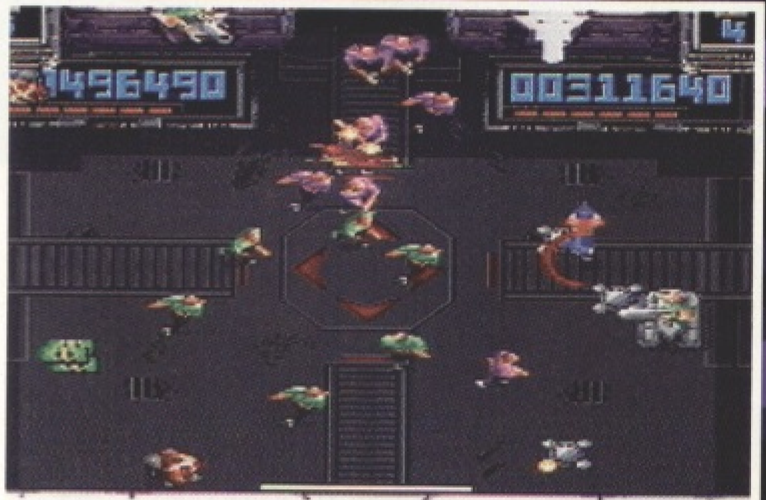
Anyway, let's go to the arena for some final words from Player Two before he pops his clogs...

'Player Two, you're lying here alongside your legs and, if I'm not mistaken, one of your hands, how do you feel?'

'Disappointed, I really felt we had him on the ropes early on but he had the staying power... I've nothing but respect for the guy... even if he is an evil metal dick-h......'

Sorry to cut Player Two off there but we can't allow language like that, after all, this is a family show. So there you ha... No, Player Two, don't point that gu...

BABBOOM!! ***GUNNS 92%***



SHOOT, SHOOT AND SHOOT AGAIN... First the wall cannons and then the tanks, but watch those club-weilding maniacs!



There's no end to the maniacs with the bats, but then there's no end to your bullets either...



Super, smashing, great! This is one hell of an arcade conversion. All the looks, all the sounds and all the playability of the coin–op in your own home — and you won't have to break the bank to play it either! Anyone who's ever played *Smash TV* will know how addictive the game is with its constant blasting and power-ups. If this is your first encounter with this arcade masterpiece you've got a real treat in store. The game works best as a two-player with the mass murder of all the enemies being split between them. It's great fun when you get a prize screen, rushing about trying to pick up all the pressies before your opponent does. If you play a one-player game *Super Smash TV* does lose some of its excitement and addictiveness. All arcade freaks have got to see this game for themselves. If it's non–stop shoot-'em-up action with a hint of tacky game show you're after (you weirdo!) this is the cart for you!

SHADES 90%

N RATING

83% PRESENTATION
● Slick & sharp, love the presenter

87% VISUALS
● Very colourful, a touch indistinct

91% SONICS
● Great sampling & music to maimto

92% PLAYABILITY
● Fire control a bit tricky at first

91% LASTABILITY
● 3 difficulty levels, addictive as hell

91% FORCE
● Great Conversion, great action, great game.

Producer: OCEAN ■ Players: 1 ■ Price: £19
Supplier: KC CONSOLES Tel: 0509 211799



Batt



Zitz. Pimple. Rash. Embarrassing problems you discuss with your doctor, or adolescent tortoises skilled in martial arts with a penchant for lurid masks? Nope, it's *Battletoads*. GUNNS always wanted warts so he hopped along to give it a lick. Ribbit!...

The Battletoads are my kinda guys — short on looks and long on firepower. The toad-aly phab phighting 'phibians are: Zitz, the leader, a toad tactician and smarter than a brain pie; Rash, a crazy, cool, 'phibian phule; Pimple, less brain cells than fingers, more muscles than the Great Barrier Reef and Professor T Bird, mysterious mild-mannered mentor to the toad's.

The story so far

Toads like nothing more than a good night out, a few brews, a curry and, if they're lucky enough to pull, making tadpoles until the early hours! However on this particular night while wallowing in the amorous advances of a throat-wobbling Thallian Thorax Dancer on the space leisure station Lost Vega, the Toads are surprised, assailed and overpowered by minions of — The Dark Queen! Gasp! Not only that, but the lusciously languid larynx lambadess turns out to be the Dark Queen herself! How could they have been so easily duped?

But never fear, Zitz wins free (Clearasil perhaps? —Ed) and escapes in the Toadster back to the Vulture where he and the Prof plan the liberation of Rash and Pimple from the swampy prison planet Armagedda. Our hero!

As Zitz you're landed on Armagedda were you battle through mountains, swamps, trap-filled chasms and a mutant horde of the Dark Queen's henchmen until you reach the Gargantua (the ship on which Rash and Pimple are being held).

To aid you in this awesome brawl you have a plethora of punches, slams and kicks, such as Bigfoot, Jawbuster, Anvil Slam, Big Bad Boot, Kiss-My-Fist, Battletoad Butt and my pick of the week — Nuclear Knuckles!

Loadsa toad

First thing I did when playing this little beaut was laugh. Not in a cynical, 'what a croc of equine effluent' sort of way but a real belly laugh, chortle, chortle, that tickled my funny bone, sort of way. The humour's great and is carried into the graphics with things like fists and feet expanding to enormous sizes when a killer punch or kick's delivered.

Producer: OCEAN ■ Players: 1 or 2 ■ Price: TBA



Some people just never grow up do they? Just look at Ace! He's still got a life supply of Pampers stashed in the stores of the ship. And take away his Game Boy and he bursts into tears!

Peter Pan was a little boy who never wanted to grow up. Would you if you knew you would become Robin Williams?

The Ocean Software game of the Steven Spielberg blockbusting movie follows the adventures of Peter as he attempts to rescue his snivelling brats…er…kids!

Captain Hook's jealous of his brother, Captain Birdseye, having little kids adoring him for his fishy delights so he thought he'd kidnap a few and train them to like him!

He took them to Never Never Land and now has the kingdom under his evil grasp. Tink is here to help Peter out but all the swash-buckling and bravery has to be faced alone.

Out of the bed pan!

In true Nintendo tradition there's a large map to study with a tiny animated Pan scuttling about on it. Change the compass direction to select different levels or Pan gets utterly lost!

There are four game styles packed into the cart: flying; underwater; scrolling arcade and fighting interlinked with some impressive presentation screens.

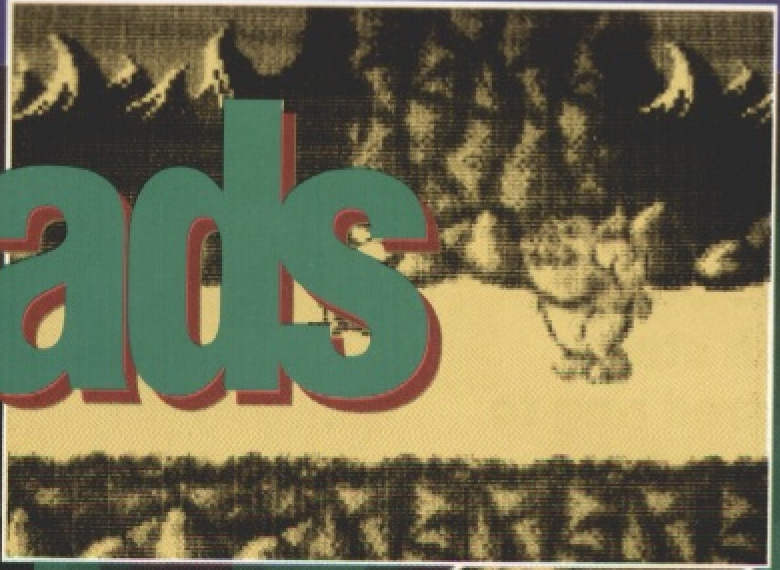
Other characters from the JM Barrie original crop up too — The Lost Boys, pirates, Thudbutt and Hook himself all make cameo appearances to help out or just be a bleedin' nuisance.



Useful things hooks. Ideal for catching fish or hanging pictures. If you're a right weirdo you can always use one if you happen to lose a hand! That's handy! SHADES has both of his hands but did go fishing once...

Hook

ttletoads



The overall standard of visuals is very high, well defined sprites and smooth flicker-free scrolling's the order of the day. My only criticism would be that the level of difficulty's pitched a fraction too high. On the whole it tastes rather nice.

GUNNS 87%

Being a toad killing the end-of-level mean dudes should be easy — as long as they're flies.





Forget Turtles, Ninja Cats and Fraggles(?!) because the Battletoads are here to blow up their cheeks and go ribbit! These guys are well 'ard cause they've lots of spikes on their knees and look uglier than a Sega Force staffer after a night on the town! Toadies like nothing better than bashing up the geeks that laugh at their strange walk and funny smell, so that's what lucky players get to do! Each green greaser's brilliantly animated with some neat expanding feet when a power-ups gulped down. The game wears a bit thin after a few goes, though — even a Battletoad fan can only take so much bash 'n' bonk 'em action.

Battletoads **ain't a bad beat-'em-up but I bet you couldn't put three of the green buggers in your mouth without chewing!**

SHADES 84%

N RATING

85% PRESENTATION
● Toad-aly brilliant

87% VISUALS
● Damnfine

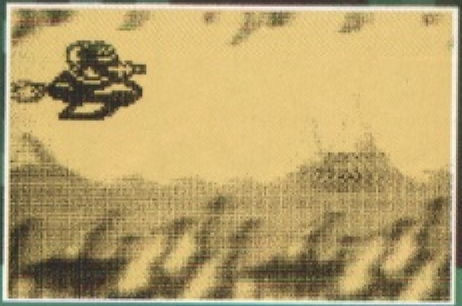
83% SONICS
● Ribit!

84% PLAYABILITY
● Tough but fair

85% LASTABILITY
● Yum, yum, enough for several meals

86% FORCE
● Hell! Who needs Turd-les when you've got TOADS!





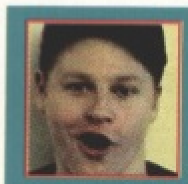


Hook is a sickeningly cutesy game with fairy dust sprinkled everywhere, but no Nanette Newman and her washing up liquid thank God! Pick ups can be found littered about the ground. Marbles give Peter happy thoughts, needed to allow him to fly through the fairy dust (pass the bucket please!). Thimbles hold lots of kisses (bleurgh!) which make Tink help you, if you can track her down.

Collect special items or complete certain tasks to get off levels. In the first tree house level basketballs had to be thrown and points scored before Peter was allowed out of the exit — originality lives on!

Hook is a fantastic feature film but it doesn't translate very well to console. You occasionally get one that does the platform adventure game extremely well — but *Hook* just isn't one of them. The brilliant film is all that will sell this. I'm not sure about Hooked, more like hung, drawn and quartered!

SHADES 69%



Peter Pan's my hero. Never has to grow up, he can play footie all day with his mates and never has to do anything silly like get married (who'd have you anyway squirt-face —Ed) and have Tupperware parties. Unfortunately, this cart's a bit of a let down. From start to finish it's typical cutesy NES swash-buckling action. The intro sequence has great visuals and there are loads of options to fiddle with. Sprites are huge and there's all the characters from the movie. Tink's there to guide in your quest for your missing kids, but quite why you'd want them back, when you could stay in Never Never Land with Julia Roberts, is beyond me. There's a massive map to navigate and tons of tasks to complete before completing your mission. It sounds great right! So what's the problem? We've seen it all before, about a squillion times! Trouble is, we keep falling for it, Hook, line and sinker! No doubt it'll be a great smash this summer.

ACE 77%

N RATING

90% PRESENTATION
● Fantastic animated screens

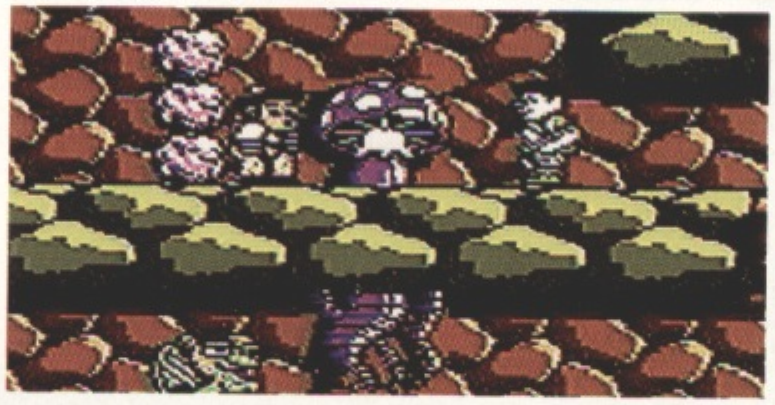
70% VISUALS
● Garish sprites but great screens

52% SONICS
● Arrgh! Turn it off

65% PLAYABILITY
● It's another arcade adventure folks

58% LASTABILITY
● Nice screens, but that's all

73% FORCE
● You won't be glued to the joypad!



Well I never! It's the map of the first level with the compass showing where to go.



Producer: ACCLAIM ■ Price: £59.99 ■ Players: 1-2
Supplier: TELEGAMES 0533 880445

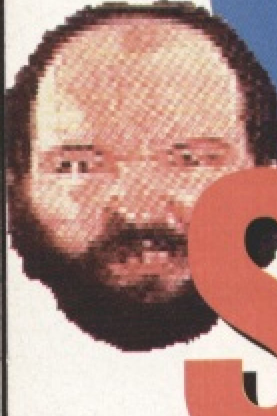
N-FORCE KNOCKOUT

SNES



The ultimate contest — Hulk Hogan v Abattoir ACE. Our boy from up North steps into the squared ring to have his piles driven...





WWF Super Wrestlem

I remember when I used to stay up till three in't morning (cos we couldn't afford a video — it's grim oop North!) just to watch my fave WWF stars. Finally, everybody else is catching on to the wonders of wrestling, and grapple fans everywhere are coming out of their collective canvas closets!

Hard-hitting and ear-bashing, *WWF*'s a blend of gaudy showbiz and heinous heavy metal. A kind of Jimmy Tarbuck meets Eddie Van Halen! It's crude, rude, rowdy and raucous (bit like N-FORCE) and kids everywhere absolutely love it!

Control those hunky heroes in their super go-fast clingy shorts — Hulk Hogan, The Undertaker, The Million Dollar Man, Jake the Snake and Earthquake etc. In one-player mode your sole aim in life (or death) is to win the coveted WWF belt.

Using skill and skullduggery, pummel your opponent into submission with an assortment of fiendish manoeuvres. Soften him up using flying dropkicks, headbutts and suplexes (potato masher optional) or wear him down with bone-crushing bodyslams and pulverising elbowdrops.

For the grand finale, leap off the top turnbuckle for a super splash, guaranteed to crush the morale of your opponent (not to mention his manhood!) The aim of the game's typically American — win at all costs! Be nasty, fight dirty and above all, show no mercy!

There are masses of moves available, though sadly my favourite, The Boston Crab, is missing. However there are plenty of others to perfect, including the spectacular clothesline.

The game's beat-'em-up based (gasps of surprise all round — Ed) with the emphasis on throwing rather than punching and kicking. If you find the ring too small, climb over the ropes and continue your combat amid the cheering crowd.
Careful, though — stay out too long and you're counted out!

It'll be a long time before you get bored

Knobbs and Saggs

With ten wrestlers to choose from you should have no problem finding one to suit your personality. Gunns prefers the uncontrolled destructive capacity of the 6ft 8ins, 325lb Undertaker. Shades is more of a Randy 'Macho Man' Savage fan. Ed raves about Jake the Snake for obvious reasons!

I'm a total Hulkaholic. Not a day goes by without me following the Hulkster's three demands — train hard, say your prayers and spend two hours a day on the sun bed!!

Unfortunately, some classic wrestling legends are missed. Among them Sgt Slaughter, Colonel Mustafa — The Iron Sheik, Brutus 'The Barber' Beefcake and my all-time favourite tag team, Knobbs and Saggs — The Nasty Boys.

One of *WWF*'s best features is the wealth of play options. Choose between one player v the computer or two players against each other.

The number of wrestlers you select is determined by the type of contest you choose. Either one wrestler in standard head-to-head, two in Tag Team or four in the spectacular Survivor Series.

Against the computer, the game's lively if not a little too easy! But in two-player mode, *WWF* really comes into its own. Fighting your mate provides no end of laffs.

Digitised delights

The control method really suits the SNES joypad, making *WWF* an absolute pleasure to play. Some of the more difficult moves, like the clothesline, take a while to master but it isn't long before you're prancing round the ring with all the grace of a rabid rhino!

Digitised animation's amazing and the sprites huge. Acclaim have done a brilliant job of capturing the thrills and spills of *WWF Wrestling* and transferring them to the small screen.

The heavy metal sound track injects real atmosphere into the proceedings and the intro screen's one of the best I've ever seen! Mixing and matching tag partners is a nice touch.

Natural disasters

I guarantee you'll find the gameplay addictive — it'll be a long time before you get bored of inflicting GBH with intent on your mates!

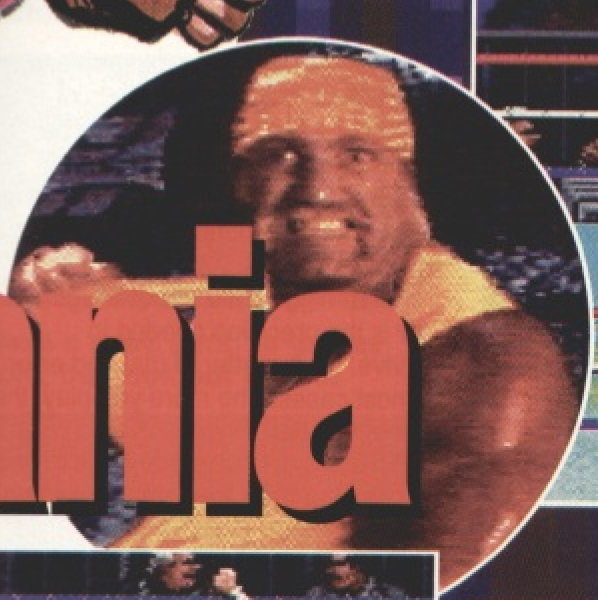
Did you ever wonder who would come out on top if the Natural Disasters fought each other? Now you can find out! My only quibbles are that in one-player mode the game's a little disappointing.

It'd be better to have a league and work your way through the ranks to reach world number one. Still, you can't have everything! For two players this game is superb! Get yourself a mate and get *WWF*. You'd be mad not to! **ACE 90%**



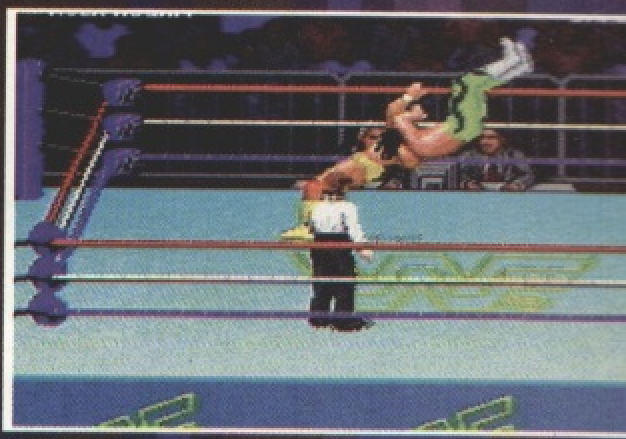


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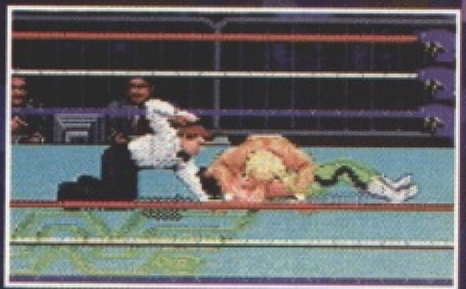




Come on you wimp! Get back in the ring quick. Macho man Randy Savage is running scared from the Typhoon.



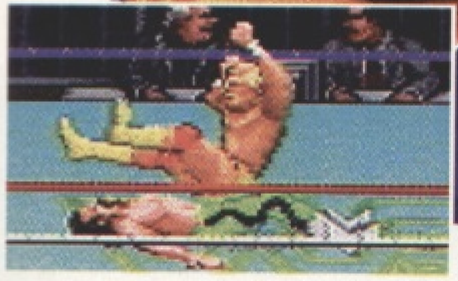
Hulk delivers another back-breaking suplex to Jake the Snake (above). (below) The Hulkster follows up with a body press. The referee's counting 1,2,3 and it's all over for Jake.





There's mayhem in the ring in this tag-team extravaganza. Can The Undertaker hold on?

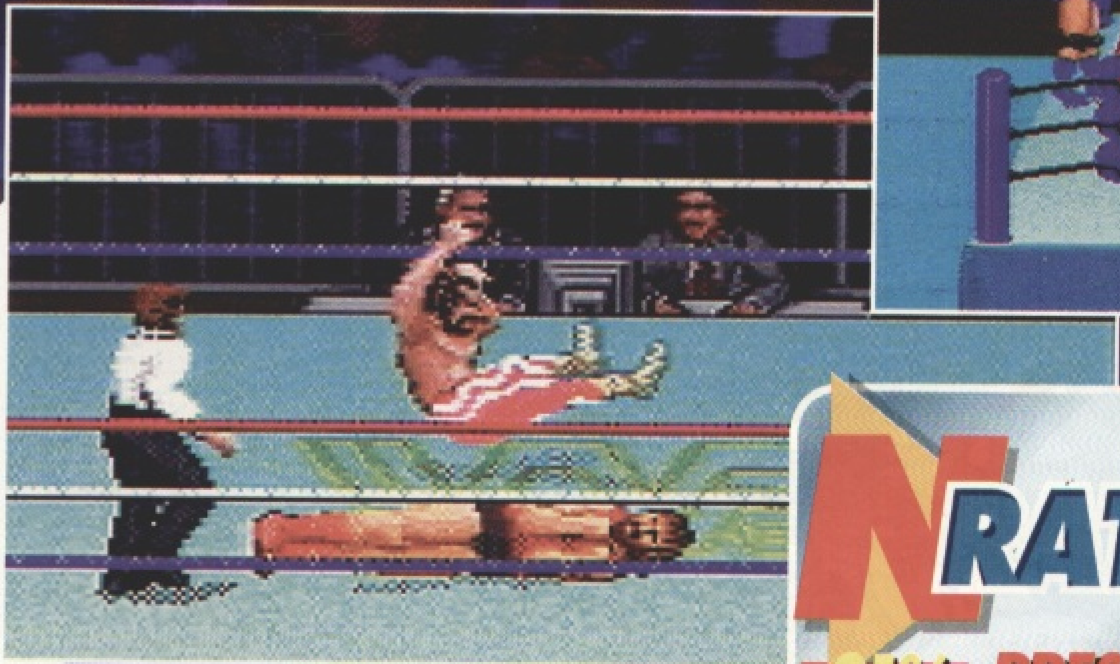




Press {B} while your opponent's down for a windpipe-crushing neck chop. Nasty!



Press {Y} when locked with your opponent for this stunning toss out of the ring.



The Typhoon avoids Randy's flying elbowdrop with a swift twist. Phew!





With no large-calibre firearms invovled, it was with trepidation that I donned my spandex trousers and assumed the tooth-grinding snarl for a bout of *WWF*. Phew! I know about fun with a gun, but fun with your fist, feet, knees, head, someone else's head and unmentionable parts of your opponent's anatomy! The timeless grace of the pile driver, the physical poetry of the suplex, the gentle beauty of a foot in the groin. All animated with a precision to make Disney cry. This game's better than a double Biryani with extra lager in two-player mode even if there is a touch too much button prodding and manoeuvring for position, buy it or I'll... rip your head off and spit down your neck!!!

GUNNS 90%

N RATING

91% PRESENTATION
- Nice intro screens, lots of options

89% VISUALS
- Digitised delights, great animation

87% SONICS
- Varied but a little lightweight

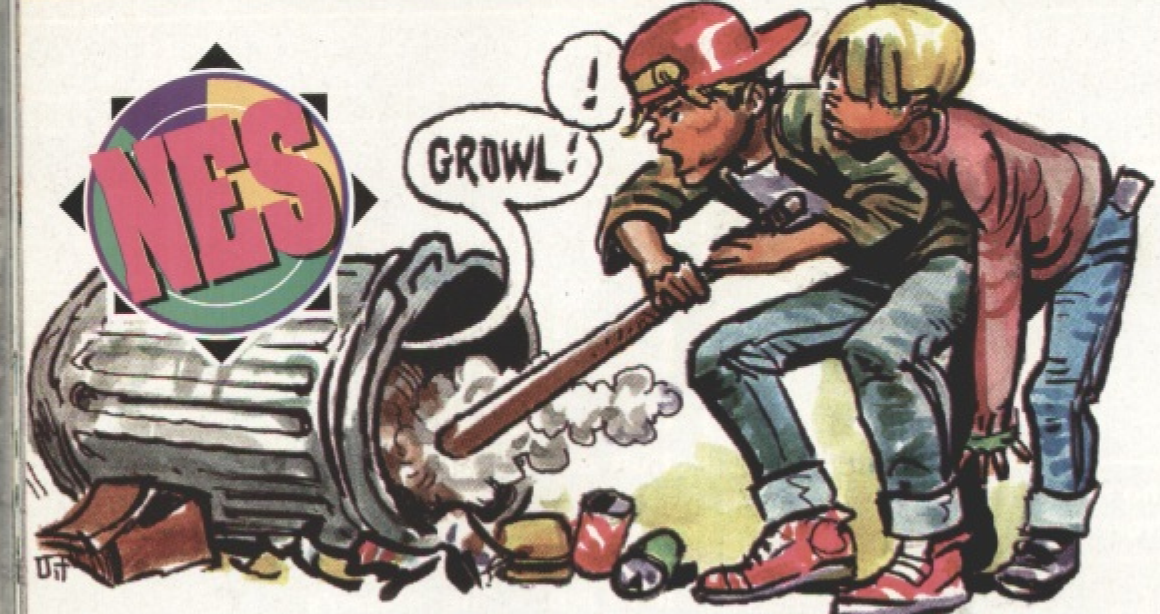
91% PLAYABILITY
- Tough to master, very enjoyable

88% LASTABILITY
- Brilliant for two, limited for one

90% FORCE
- A great conversion that captures all the thrills 'n' spills of WWF.

Reviewed! Producer: ELITE SYSTEMS ■ Players: 1 or 2 ■ Price: £35.00

Dragon's





Enter a strange world of swords and sorcery, dragons and daring knights and, of course, sewage in the streets! SHADES gets out the N-Force slops bucket and enters the fiery lair...

What are the three main ingredients for a medieval adventure? Dragons, princesses and brave knights that's what! *Dragon's Lair* has 'em all, together with a spooky castle, traps and treasures for good measure.

Deep inside Mordroc's Castle the beautiful Princess Daphne sits and weeps into her pot noodle. She's guarded by Singe, the evil wizard's pet dragon with breath even Listerine couldn't touch.

The only man in the world who can save her is Dirk the Daring, and many hazards lie between Dirk and his lady. But he knows no fear, no fear!

Castle capers

The eerie castle's split into eight areas with four main levels to survive. Each is stuffed with snakes, bats, spiders and Avon ladies. Basically all the things that people hate the most. In each location there are set moves to complete to pass certain obstacles.

Dirk jumps in three directions, crouches, crawls, fires daggers at the natives as well as tangoing with any passing ghoul. Moving through some levels takes a hell of a lot of practice — one wrong move and it's off to the great knight school in the sky!

An arcade platform game like this wouldn't be complete without some collectables. There are lettered blocks lurking in the castle's dark corners to spruce up Dirk's performance and increase the score — axes, daggers, fireballs, energy, candles and gold. The gold's counted up when our hero reaches a gold bonus screen — it's a bit like visiting the TSB really!

Snake snacks

Visually, this game's a masterpiece. Characters look great with lots of animation and bags of colour. The backgrounds and presentation screens between each section are rad too — lots of slithering snakes and drooling dragons.

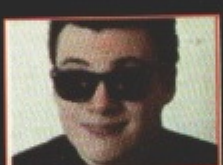
What niggles me about *Dragon's Lair* is the precision needed to survive. It's a matter of trial and error in most cases. The more you play, the further you get.

This is a difficult game but it'll keep you coming back for another bashing. Hours of action guaranteed.

SHADES 86%

Reviewed! Producer: VIRGIN GAMES ■ Players: 1 ■ Price: £24.00
Supplier: KC'S COMPUTERS Tel: 0509 211719





Imagine a land of pointed slippers and evil sultans waiting to rip your head off. Then, through the mauling, madness and mayhem, saunters SHADES, the King of Cool, supreme sultan of slick. Shame about the long cloak and tea towel on his head!...

Things were nice and peaceful in Persia. The birds sang, the people laughed and N-FORCErs everywhere puked at the cuteness of this paragraph! But things were soon to change.

After years of serving the Sultan of Persia, the grand vizierJaffar finally sees his chance to rule. The sultan's off fighting a war so viz seizes the throne and now plans to take the princess for his own evil ends. She's one hour to decide to marry him or die (horribly and in great agony no doubt). Can she be rescued in time? It's down to one brave guy locked in the dungeons.

Escaping from the palace dungeons ain't easy. Jaffar's posted guards on every corner and deadly traps are hidden in the flagstones.

First up: Find a sword — without one there's prince mince all over!

Between the would-be prince and the princess are 12 challenging levels. Starting with three energy points, our hero loses one if hit by a guard or by falling two stories onto a concrete slab (and that's not all he loses). Spikes and blades kill him instantly but make amusing patterns up the walls!

Movie Mania

It's the movie-like animation that's made *Prince Of Persia* so popular on all formats. The original version was created by watching silent sword fighting films and converting the images into computer animation. Even with the small sprites of the Game Boy you still get the fluid feeling that makes it look so real.

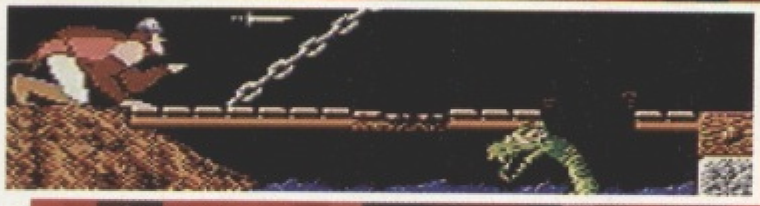
Jaffar's a master of magic and sorcery and uses these powers to stop the adventurer in his tracks. Jump through mirrors, make no bones about fending off rejuvenated skeletons and keep cool when your spectral double

Prince o

s Lair

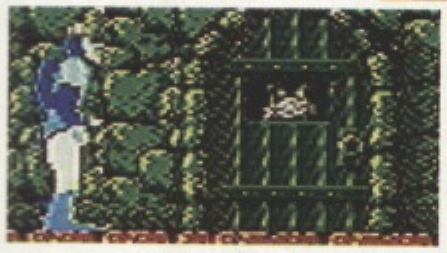


De-throne the spirit for bonus gold (above) and duck and dive (below) to dagger the deadly dragon.





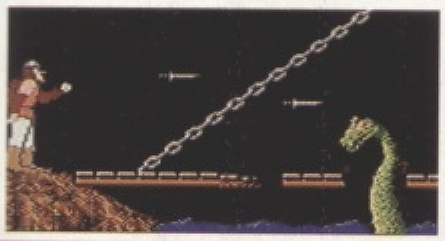




These doors are deadly — watch for the fiends beyond.



Have a good jump to gather gold, but look out above!





Dirk the Daring's dangerous dungeon delving defies description, the degree of difficulty is defiantly damn dubious. I mean this game's harder'n a Swedish film without subtitles. However the addictiveness is so great that I couldn't stop. This really sums up *Dragon's Lair*, it drives you to despair but half an hour later you'd garotte your grandma for another go. Technically it looks great, Dirk moves better than Fred Astair on amphetamine sulphate and the big chunky sprites are something else! But why so hard? **GUNNS 76%**

N RATING

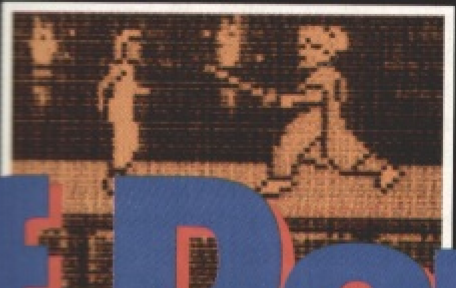
- **88% PRESENTATION** — Stunning screens between levels
- **92% VISUALS** — Detailed and colourful
- **82% SONICS** — A spooky tune with a few FX
- **84% PLAYABILITY** — Tough going but addictive
- **83% LASTABILITY** — The difficulty may put players off
- **86% FORCE** — The arcade classic lives on and on for those with perseverance!

tries to spoil your chances.

I've played almost every format of *Prince of Persia* from the SAM Coupé (who??? — Ed) to the Amiga and the Game Boy version's the hardest I've come across. All the level layouts are the same, it's just the guards that give me problems. Beating them's a matter of practice, but practice takes up precious time.

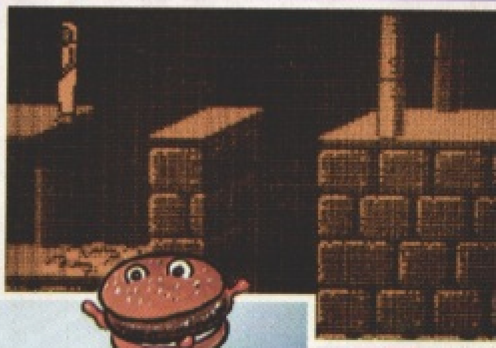
Prince of Persia is a unique game that everyone should have in their cart collection. Amazing animation, great introduction movie sequences and challenging puzzles — this is one game that's got the lot! ***SHADES 89%***

Stand still when you meet this evil guard (below), and your sword is drawn automatically.



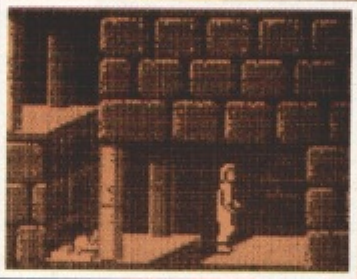


First time I laid eyes on *Prince of Persia* was on my PC. I was captivated. Since, I've played it on every format with differing results, but I've never found a version more challenging. Virgin have come up trumps with this GB conversion, it really loses nothing in the transfer to the small green screen. The prince is nothing special graphically, but the animation is quick and smooth. The layout's the same as other formats with a total of 12 levels, but it's the difficulty that keeps you coming back — hard but addictive. A game to show the GB is no one's poor relation. **GUNNS 86%**









A DEAD PRINCE... He should have practiced his leaping and jumping, important for clearing those gaping chasms (below).



of Persia

N RATING

- **88% PRESENTATION** — Great sequences between levels
- **92% VISUALS** — The best animation yet on a GB
- **82% SONICS** — Atmospheric tunes, lots of effects
- **88% PLAYABILITY** — Twelve tough levels
- **87% LASTABILITY** — You just can't switch off
- **87% FORCE** — A unique game that has arrived on the GB at last!

Producer: KONAMI ■ Players: 1 ■ Price: £22.50
Supplier: CONSOLE CONCEPTS Tel: 0762 712759





Holy smoke! Look at all those frenzied galactic mutants headed our way. I think we'd better wake ACE up and get him out there to calm them down. Ha, ha, ha...

You're cordially invited to the the galaxy's hottest cookout! It's be no picnic though, 'cos the Bacterian Beast Squadron has launched a massive attack.

These plutonium chow hounds are starving for a victory. And if you're not careful, they'll char your hide, barbecue your bottom, stick you on a skewer and serve you up as a space-age shish kebab!

Yep! You've guessed it. The grand-daddy of shoot-'em-ups has time warped its way onto the Game Boy.

Out-blast hundreds of psychotic space freaks by capturing Power-Up Spheres to increase firepower with Ripple Blasts, Multiple Warheads, Ghost Fighters and Force Fields.

The rolling bones

The Bacterian Squadron have infected every nook and cranny. They've got more cloaking devices than the entire cast of *Jimmy's*, so

Gradius: The Interstellar Assault



Producer: TRADEWEST ■ Players: 1 or 2 ■ Price: £45
Supplier: KC'S CONSOLES Tel: 0509 211799 ■



Super Off



Ah! The smell of burning rubber mixed with heady gasoline and exhaust fumes. Is ACE making Molotov Cocktails out of whoopee cushions again? Nope, it's hold onto your hats time 'cos we're off for a day at the races, SNES style...

If there's one thing I hate more than Southerners, it's Americans! (Don't even mention Southern Americans!!) No matter what we have, they've got something BIGGER and BETTER.

We have the FA Cup, they invent Superbowl. We send 'em Sam Fox, they send us Elvira! Give 'em stock car racing and they alter it beyond recognition. What was once simple recreation for mad Brits becomes mad amusement for simple Yanks!!

Stars in your eyes

You're a starry-eyed rookie racer, desperate to secure a place in the Off-Road Hall of Fame. Funds are tight in the beginning, only $100,000 at your disposal, so spend wisely.

There are cash prizes for first, second and third places, track bonuses and nitro canisters to collect. But finish last, and you're left to grease your camshaft and fiddle with your own big end!

Blow your winnings on short-term improvements or save up for that special piece of custom hardware. Build your dream machine, smash course records and earn yourself wads of cash. Sound easy? Funny you should say that...

Super sonics

Slam in your cart, whack up the volume, get that air guitar out and head-bang along to the king of soundtracks. More hot licks than a spontaneously combusting sheepdog, more scales than Delia Smith's Farmhouse Kitchen.

Mosey on down to the Speed Shop to customise your super truck with the stack of options on offer.

Nitro Fuel boosts speed. **Tyres** increase grip and decrease skid. **Shocks** improve handling. **Acceleration** enables your race truck to reach top speed quicker. Greater **Top Speed** increases normal

stay alert. There's all kind of cosmic creeps on your tail, including the rolling Bone Heads (get out of the game Gunns —Ed) from the Stone 'em Galaxy (betcha can't guess who they're supposed to be)!

Although a little slow to take off, collect a couple of power-ups and you're soon whizzing through the galaxy at breathtaking warp-factor speeds. Get past the early stages and the game really opens up. Backgrounds are stunning, with minute attention to detail.

Super sonics

There are masses of options and the sound's absolutely superb. Occasionally horizontal scrollers are jerky, but not so with *Gradius*. It's smooth from start to finish.

There are unlimited continues but the addictive game-play keeps you coming back for more. I'd heartily recommend this to all shoot-'em-up fans and anyone who's looking for a challenging and exhilarating title to add to their collection. ***ACE 81%***

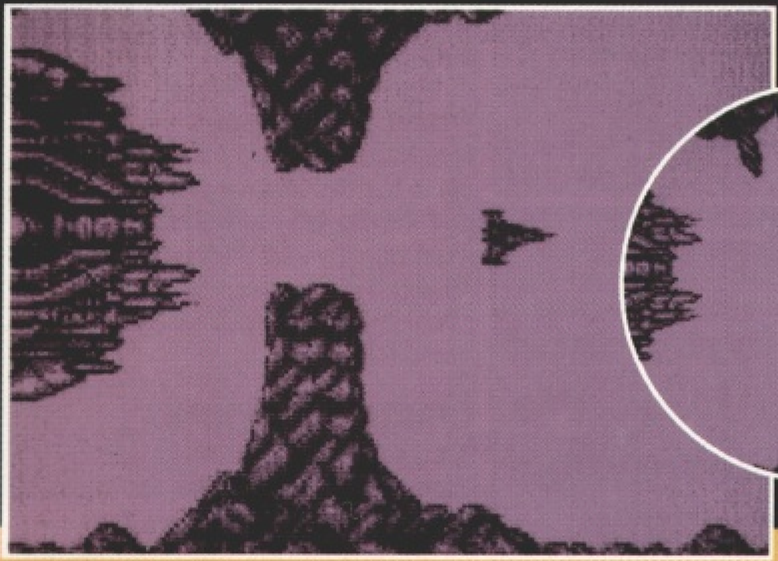
Left: watch out for the asteroids, or it's a quick trip to the galactic graveyard!
Right: pick up power-ups to blast those bacterian beasties.



WHOPPER! Is the only way to describe this gem of a blast-the-asexual-alien-scum-swine-mutant-muthas-to-radioactive-dust type game. It packs more punch than a thermal lance through the inner ear and then some. Smooth graphics, sweet 'n' easy gameplay, loads of power-ups and the music... WOW! I know stereo sound's supposed to be good but this blew me away, after a mere five minutes I was totally engrossed in an orgy of techno-destruction and I loved it! Nice touches include a range of directional fire options for three of your weapons at the start of the game and a practice selection for levels one to four. Playability's extremly high which adds to the addictivness no end and due to this great, 'come back again factor' only having five stages may mean that the lastability suffers. On the other hand difficulty's fairly high and should offset this minor niggle. *GUNNS 88%*

N RATING

- **89% PRESENTATION** ● Loadsa optons
- **83% VISUALS** ● Well detailed and varied
- **88% SONICS** ● Tons of tunes to choose from
- **85% PLAYABILITY** ● Slow at first but improves
- **80% LASTABILITY** ● Infinite continues, but addictive
- **83% FORCE** ● Out of this world blast 'em up action.





f Road





driving speed.

This done, enter the arena, pull on your helmet, blow a kiss to the grandstand, and say a few Hail Marys. Fire the engine, take a deep breath,and hit the gas.

To start with, your truck has more handling problems than Sooty and the acceleration of a brick! Pretty soon though, you cavort around the circuit like someone possessed.

Get a few wins under your belt, though, and your Super Truck becomes unbeatable. Here lies the major fault — IT'S TOO EASY!! I finished it in one sitting. With 99 Nitros (the most available) and a totally loaded truck, I lost interest.

As a two-player head-to-head it's great, but in one-player mode it's sadly limited. As coin-op conversions go, it's first class, true to the original, looks brilliant, sounds awesome and plays like a dream but gets tiresome very quickly. Recommended only for serious Off-Road fans. ***ACE 60%***



Enormous trucks tearing around at speeds which flatten you into your seat with acceleration like a kick in the pants. Sound like fun? That's what I thought, I mean, there may not be any guns in it, let alone enormous ones, but I was prepared to give it a play. Mistake. After the bustle and excitement of visiting the custom shop to shell out for some go-faster bits, I came second and then first in a few races... I didn't carry on because that's all there is to it. One bright point's the sound which is stompingly good. ***GUNNS 42%***



N RATING

- **70% PRESENTATION** ● Lots of between level sequences
- **80% VISUALS** ● Great cartoon style graphics
- **90% SONICS** ● Jolly tunes become unbearable
- **40% PLAYABILITY** ● Plenty of levels to explore
- **84% LASTABILITY** ● Repetitive gameplay can be boring
- **51% FORCE** ● One for the younger Nintendo nutters out there!

Producer: KONAMI ■ Players: 1-2 ■ Price: £46
Supplier: CONSOLE CONCEPTS Tel: 0762712 759





Is sushi raw fish or just a dead herring? We asked GUNNS. He didn't know, so we took away his twin-phase plasma cannon and and threw him in the gutter with nothing but a bag of smoked kippers to boldly go where no genocidal xenophobe has gone before...

Tora! Tora! Tora! Ninjas, Ninjas everywhere and not a sword in sight. At first I thought this was a bit of a duffer — just wandering about hitting members of the general public on the head, collecting odds and sods. How wrong I was.

It goes a bit like this. There's a princess, who's a ghost, who's disappeared from the town of Horo-Horo. You, as the intrepid kid Ying or the formidable Dr Yang (the town's guardian ninjas), have to rescue her through ten double levels full of denizens controlled by the Dragonbeast... so far, so much the same as every other game.

Things now get worse as you confront a neat little 3-D village to wander around, checking out the shops and avoiding the locals who seem to have taken a dislike to ninjas and want to jab you with spears or — even worse — set their pet haddock on you (I know I keep carping on about it, but this is a bit of a fishy game!)

Highly playable as one player but wicked with two

Lindow slopping

Armed only with what looks disconcertingly like a pipe full of St Bruno and James Gallway's flute, mug the proletariat, who disappear in a puff of smoke to be replaced by coins, 'dead pond' (!) scrolls or cats, all of which you should pick up. The pussy cats are great — as you collect them, so your weapon increases in length!

Collect ten scrolls for Jutsu powers, splash out on speed-boosting sandals and ball-breaking bombs or save yer dosh in case you get a yen for a bite to eat. Visit Irv's Char Cheddar Sushi Joint for raw fish in a bun (oh cod!) or chilli that puts life back in your character. For the sweet-toothed, there's the Lose-A-Filling Sweet Shop that restores lost energy (personally I feel candy is dandy but licker is quicker).

Feelthy leech

Having gained enormous wealth and more scoff than Cyril Smith in an eat-yourself-to-death compo, watch in horror as villagers turn into ghosts and chase you about. Time to leave, via the gate marked 'Horo'.

Lo and behold, it's the second part of the first level — Warlock Zone II. Thump and duck, jump vast crevasses in a single bound, find secret rooms and indulge in a spot of campanology before meeting the end-of-level geezer who's bent on all sorts of unpleasantness.

Sort him out to free Kurobei the ninja cat (what next? Flipper the ninja dolphin? I ask you!) who pays for your trouble and tells you to make your way to Shikoku island to release Koban the cat boss (feline martial arts reach an all time high in this game.)

Mystic pliggyblack

What sets this game apart is the stack of things to do and discover — there are over 16 places to visit with games, puzzles and things to buy in each level.

Special powers or 'Jutsu' abound and are activated by collecting ten dead pond scrolls, both characters have four different powers ranging



The Legend of the Mystical Ni

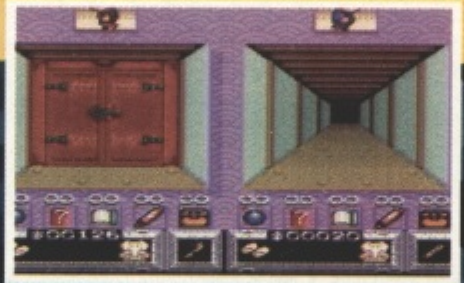


from the Psychedelic Tiger to the Terminator Cow but my 21-gun salute goes to the Fierce Piggyback Attack, where one player lies down and the other jumps on his back and off you trot, one jumping, one dishing out the lumps — fantastic stuff!! Oink, Oink!

With *The Legend of the Mystical Ninja*, Konami have produced a winner — oodles of character, excellent graphics, marvellous ditties to get your toes tapping throughout, more depth than the Grand Canyon but, most striking of all, is the fantastic humour — it kept me tittering for hours. (Can I have my gun back now?) ***GUNNS 95%***



Our two intrepid explorers arguing about the price of Sushi, and who will be first on top in the piggy-back rides.



Looking for hidden treasures in the amazing maze — two-player simultaneous action.



A lunatic or a rabid dog — player two has his work cut out avoiding trouble.











Wooden forest spirit statues — useless but interesting.

inja



Aaa soo! Another squillerilliant arcade adventure hits the Super Nintendo with full FORCE! It's enough to make my trendy spiky hair gleam with delight! In two-player mode both characters get to join in the action at the same time — helping each other out or hiding in the corner while the brave one does the work! Great fun as a one-player, it's wicked with two (a bit like life really). It's wild and full of challenging levels and snazzy graphics. Check it out now or your raw fish sarnies will never be the same again! ***SHADES 91%***

N RATING

93% PRESENTATION
- Loads of options and passwords

94% VISUALS
- Some of the best yet

90% SONICS
- I think I'm turning Japanese

94% PLAYABILITY
- Easy to play, hard to put down

91% LASTABILITY
- Ten levels but so much on each

95% FORCE
- Ten-gun salutes all round.



Reviewed!

Producer: ACCLAIM ■ Players: 1 or 2 ■ Price: £29.99



NES

Trog



On the eighth day God made Trog — a one-eyed, two-toothed brain-dead caveman. You won't find it mentioned in the Old Testament, but according to ACE it definitely happened...

Large colourful sprites, oodles of levels and instantly addictive gameplay, that's *Trog* in a nut shell. This NES title is non-stop prehistoric collect-'em-up action.

Gameplay's nothing new, (imagine *Pac-Man* in the fifth Century BC) but it's so playable you have to be dragged screaming from your console.

In case you're not familiar with the arcade classic, here's the scenario. Trog's a one-eyed, two-toothed, brain-dead caveman, whose sole diet consists of tender dinosaur flesh.

You're a plump young dinosaur who's trying to out-smart Trog, steal eggs, and save the rest of your buddies from extinction! Sounds simple right? Read on!

First, choose one of two prehistoric pelvic-thrusting dinosaurs (they just love a good boogie!) upon whose large green reptilian shoulders the fate of all Dinos rests. Select a level (novice if you're GUNNS or that wimp SHADES, Impossible if you're me!) and start collecting Trog eggs.

Watch out for Trogs, cos they're hungry and they **love** the taste of stir-fried dinosaur.

Beware of the tar pits which try to drag you to a sticky end. There are all the usual pick-ups giving you temporary super powers, like pineapples to turn you into a ferocious Trog-munching T-Rex.

Einstein a pogo!

Play alone or take on a mate for extra bonuses. First to collect a quota of eggs and find the exit gets a hefty reward!

Courses get more complex as you journey from level to level. Travel through 50 fun-filled islands. Witness great inventions; fire, the wheel, the pogo stick (The pogo stick? Must

Reviewed!

Producer: ELECTRONIC ARTS ■ Players: 1 ■ Price: £24
Supplier: KC CONSOLES Tel: 0509 211799

BOY





ACE was so excited when we told him he was going to shoot some baskets with his hero Michael Jordan, he came in smiling wearing his size 34 extra-long shorts and a wristband. Pitty we didn't tell him it was only on the Game Boy...

Listen Up folks! This is a scoop. As staff writer for Europe's Number One games mag I've gyrated hips and toasted muffins with many a celeb, but check this out. I was a neighbour of *the* legendary basketball mega-star, Michael Jordan!

Yes, me and 'Mikey' (as his close friends call him) used to hang out in Wilmington NC and while away those summer eves shooting one-on-one and practising the latest freestyle dunks.

Unfortunately for Mick, I had to jet across the pond, but I know he remembers me fondly (Or was that remembers me fondling?). So when I was offered the chance to shoot a few hoops with my ol' school chummie I leapt at it faster than you could say Magic Johnson.

Now with wings

Okay sports fans, prepare for take-off. You're about to go into orbit for a gravity-defying slammin' an jammin' session. Michael 'Air' Jordan is flying tonight at a Game Boy near you!

Soar the skies and smash the sound barrier. This guy needs a pilot's licence to play ball! He leaps so far, when he lands he has to go through customs!

Perfect the dunks that me and Mike immortalised at Laney High School. Impress the judges (and the girlies too!) with a Toss Slam or a Dr J Jam. Careful though, mistime that jump and it means more than a couple of Anadin. You have to do the Two-Handed Hammer in private (probably for the best really)!

If you've no head for heights, take the guise of sharp-shooting great white hope, the bard of the back-boards, Larry 'Big' Bird. Sixty seconds to swish 'em or wish 'em in a nerve-racking 3-Point shoot out..

Carrying the reputation of the Chicago Bulls and the Boston Celtics,

Jordan Vs

have been programmed by mad Yanks!) — all invented by Trog to help him feast on dino flesh.

As the action hots up, levels become more complex demanding strategic planning and lightning-fast reactions.

Stone-age sonics

There's loadsa laughs throughout. The sequences of Trog discovering fire and of Bloop and Spike dancing are most amusing!

The graphics are a veritable visual treat, well defined and drenched in colour. Large colourful sprites and a good variety of backdrops bring this stone age collect-'em-up to life. Unfortunately, the poor sonics let down an otherwise classic game. Programmers may argue the stone-age sounds are in keeping with the ambience of the action. (More like in keeping with the archaic qualities of the NES sound chip!)

Action's typically cutsie but that's what we've come to expect on the NES and here it really works! This cart's a recipe for non-stop fun-packed action.

ACE 83%

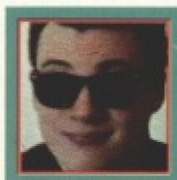






Imagine *Pac-Man* in the fifth Century BC, but it's so playable you have to be dragged screaming from your console!





Pure magic! It's the best thing I've played on theNES for ages. Take the classic *Pac-Man* and combine it with some prehistoric characters and a few extra power-ups and you have *Trog* — the ultimate two-player maze game. The idea's so simple — just stomping about the screen collecting eggs and avoiding the geezers with big mallets. It's always the most simple games that get you totally addicted, and we're all addicted to this. Excellent gameplay coupled with some great presentation makes Trog an essential purchase for any NESowner. Troggle off to your local Nintendo dealer and try it out now!

SHADES 92%

N RATING

85% PRESENTATION
- Options galore. Great for two

87% VISUALS
- Large detailed colourful sprites

64% SONICS
- Stone-Age sounds

90% PLAYABILITY
- Instantly addictive. A joy to play

85% LASTABILITY
- Loadsa levels to keep you interested

88% FORCE
- A classic conversion of a classic game.

not to mention that of EA, this cart has a lot to live up to. Unfortunately, it's an air ball.

A bit disappointed

As stunning as it all sounds on paper, I can't help but be disappointed with the final product. The three-play modes are designed to add to lastability but unfortunately each is shallow and you're likely to find it all too easy.

The graphics and sonics are not up to EA's usual high standard. However, as this is the first time EA have not lived up to expectations, and because me and MJ are virtually second cousins, I'm going to indulge in a tinsy winsy spot of nepotism and give *Jordan vs Bird* 100%, a gold star, and an autographed copy of *My life as a Nazi Hamster* by Gordon P. McGreggor. Oh, all right Ed, stop ranting here's the real score…

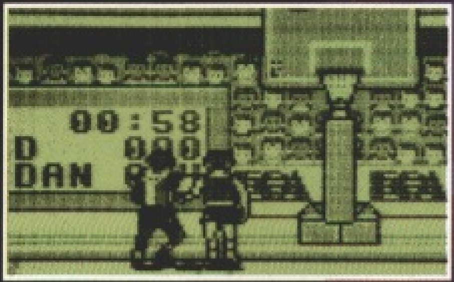
ACE 75%

s Bird









Mistime that jump and it means more than a couple of Anadin. You have to do the Two-Handed Hammer in private probably for the best really!



***Jordan vs Bird*, one-on-one. Well it was going to be Jordan vs Gunns but little old Micky J backed out at the last minute when I arrived with a Sharpes 'Big 50' Buffalo rifle. What a woofta! Anyway, having played many EA sports sims, I was eagerly awaiting this one's arrival on the GB. I have to say straight away, I was disappointed. No way is this up to the high standards we expect from EA, and I don't think this has the depth to interest any but die-hard basketball types.**

GUNNS 69%

N RATING

87% PRESENTATION
- Masses of options

75% VISUALS
- Dreary backgrounds, poor sprites

70% SONICS
- Noted by their absence

83% PLAYABILITY
- Smooth and responsive

70% LASTABILITY
- Three games but each flawed

72% FORCE
- Doesn't live up to expectations

Producer: KONAMI ■ Players: 1-2 ■ Price: £49.99
Supplier: TELEGAMES Tel: 0533 660445



N-FORCE KNOCKOUT

SNES

Contra Spi



With flexed pecs and well-oiled torso, it's fun with GUNNS and his enormous beam weapon. Watch in awe as he alters from meek and mild executive into a muscle-bound HE-hero.

As the sun sets over what looks disconcertingly like Canary Wharf, a bunch of alien property developers arrive and in an act of unusual compassion for off-worlders, flatten the whole carbuncle, replacing it with much more aesthetically-pleasing oil refineries and ghettos.

'Enter our two heroes, dashing Yuppie quantity surveyors, who in a desperate bid to save Docklands for wine bars and cell phones, rip off their shirts to reveal abnormal Arnie physiques, grab a couple of guns and proceed to blast the slime out of all and sundry so humanity's free to use personal organisers.'

My Japanese is a little rusty (unlike my weapon which is trusty) but that's how I translated the intro.



Sit back, relax and watch the show as the SNES goes through some highly impressive presentation sequences.

Self control

Getting down to brass cartridge cases, the first thing to grab you by the gonads and tug, are the explosive sound and visual FX which roar though the game like a shuttle exploding on the launch pad.

They get louder and more complex by the level, giving a great sense of panic and mayhem to very real panic and mayhem. Ear-splittingly good!

Couple this with a ruck of options, including three difficulty levels, variable life numbers, a choice between one or two players and already this master-blaster's up there with a select few.

The game's slick and professional

Hard one

Gameplay's unusually good (amazingly as stonking for one-player as for two) no finger-bending fire control, just hold the button down for an endless stream of shells and control movement and fire with the joypad. One button flips between special weapons, another activates bombs collected. It's so simple… But why?

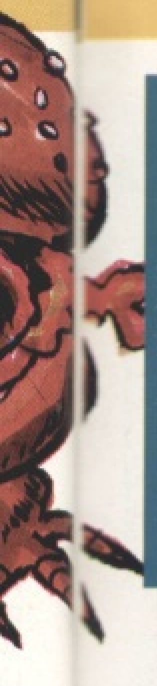
Safety off, clear your guns, round in the breach, blink and you're dead. Ahhh! That's why. It's official — this one's fast, smooth, strong, long (and thoroughly absorbent) and flamin' *hard*!

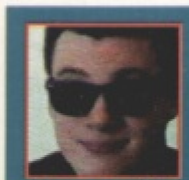
The sprites are well animated with a whole stack of moves, but it's the sheer amount of stuff going on — attacks, bullets and power-ups zooming in from every direction — that makes the speed even more surprising. The difficulty level's pitched just right, although you need to play each level several times to gain maximum benefits.

Self abuse

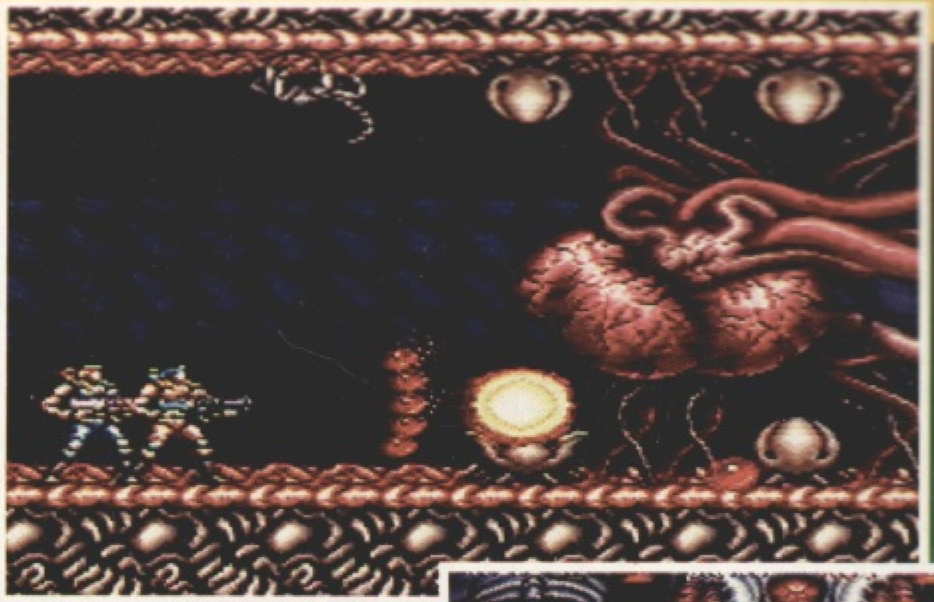
After a couple of goes at stage one you feel decidedly masochistic and throw yourself with gay abandon on any alien who happens along. This doesn't work either. You just have to shoot 'em (suits me!).

They're hidden behind cars, atop tall buildings (which, you can leap in a single bound, courtesy of a neat somersault) and gun sites pop out of the tarmac. There are armoured self-propelled guns to ride and a giant





Absolutely outstanding! This is one shoot-'em-up I'm going to play every hour God sends! The graphics are unbelievable and change from level to level. The game starts with a pretty standard horizontally-scrolling blast-'em-up with a handful of power-ups and lots of gonzos. After disposing of the BIG end-of-level git, you're thrown into a 3-D extravaganza, with the whole landscape rotating around the main characters and aliens that zoom in and out of the screen with stupendously smooth scaling! Every level has a new challenge in store. The difficulty level can be altered too (for you smart-arses who're blindingly brilliant at shoot-'em-ups). *Contra* is anything but easy, but the infinite continues keep any player coming back for more. *Contra Spirit* is simply the best game of its kind I've ever seen. Get it NOW! ***SHADES 92%***









Bad boss time: defeating them isn't as easy as it looks. Blow his face off, above, and you get a brain attack!

rits

tortoise — yes, *tortoise* — to blow into bite-sized pieces (yum! yum!) before you graduate to stage two.

View from a blimp

Now here's a novelty. Whereas all the rest are left/right with a bit of up/down scrolling, stages two and five are viewed as if from the Goodyear blimp, a long way up!

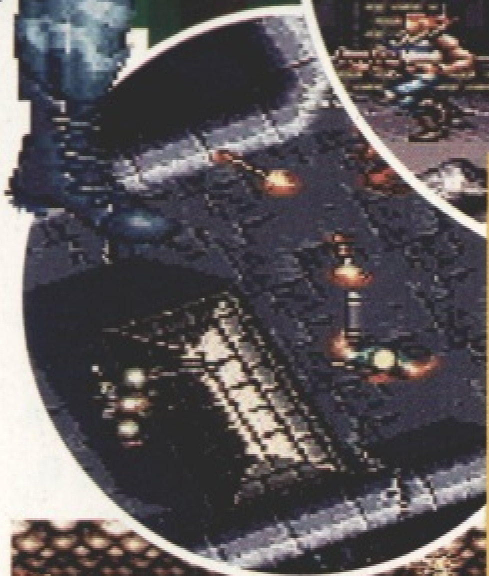
Disorientating is not the word, as you and the whole shooting match (roads, sidewalks, houses, small intimate bistros) rotate through 360 degrees, which gets you lost pretty damn quickly!

Luckily some thoughtful chap provided big red arrows to follow... right to an end-of-level armoured spider who has a nasty habit of leaping 50 feet in the air, and landing on ya head. Brown trousers all round!

Big weapons

I *love* power-ups and these are whoopee-doo! Outrageous kill power, enough to stop anything.

There really is nothing more to say, except the whole game's slick, professional and well put together. Try as I might I can't find a major fault with it. If you like shoot-'em-ups, this is for you. ***GUNNS 92%***



99 red balloons go BANG...

Spheres: Red balloons that go pop, destroying whatever they touch.

Rocket Grenades: They go fizzz, BANG! Uni-directional only.

Homing Missiles: The best! A stream of rockets that lock onto the smeg-heads, blowing the soft smelly stuff out of them!!

Burner: Short range but so very effective. Flame-grilled developers all round.

Laser: Not much cop, hard to control and not much stopping power.

Bomb: Mega fantastic! Set one off and watch the super-nova FX.



Collecting the many power ups is the only way through some beasts!



Contra Spirits' programmers have used the SNES 3-D scaling ability to the full, with some amazing end-level guardians.

N RATING

92% PRESENTATION
● Clear, sharp and well laid out.

94% VISUALS
● Lovely anim, a joy to the peepers.

90% SONICS
● Explosive!!

93% PLAYABILITY
● So smooth a banana could play it.

88% LASTABILITY
● Too few stages

92% FORCE
● Maiming and killing has never been so good!

Best of British

Welcome to the most exclusive club this side of Baywatch! As a Super Nintendo owner you've just joined the elite ranks of the coolest game freaks in the entire universe. Now you've got your fertile 'Fammy' up 'n' running you're no doubt wondering what Sonic-smulching-crushing carts are available. Well blubber ye not, missus, 'cos in true John Craven style (no not NOW Shep -Ed), your uncle ACE has rounded up all the latest releases to hit these fair and bonny shores. So for the next six pages, sit back, hang a hedgehog, wax your moustache, put a hem on your dungarees and let me guide you through the past, present and future of the ultimate games playing console!...

Super Tennis

Slice, serve and spin your way through this 'smash' tennis sim. The first official British conversion lost nothing in translation. Three surfaces, 11 world-class opponents, singles, doubles, exhibition, or circuit, against friend or computer, this is guaranteed to make you reach for the barley water and beg for new balls! So lifelike you can almost taste the strawberries and cream. An essential purchase guaranteed to bring out the Annabel Croft in anyone! ***ACE 92%***

F-Zero

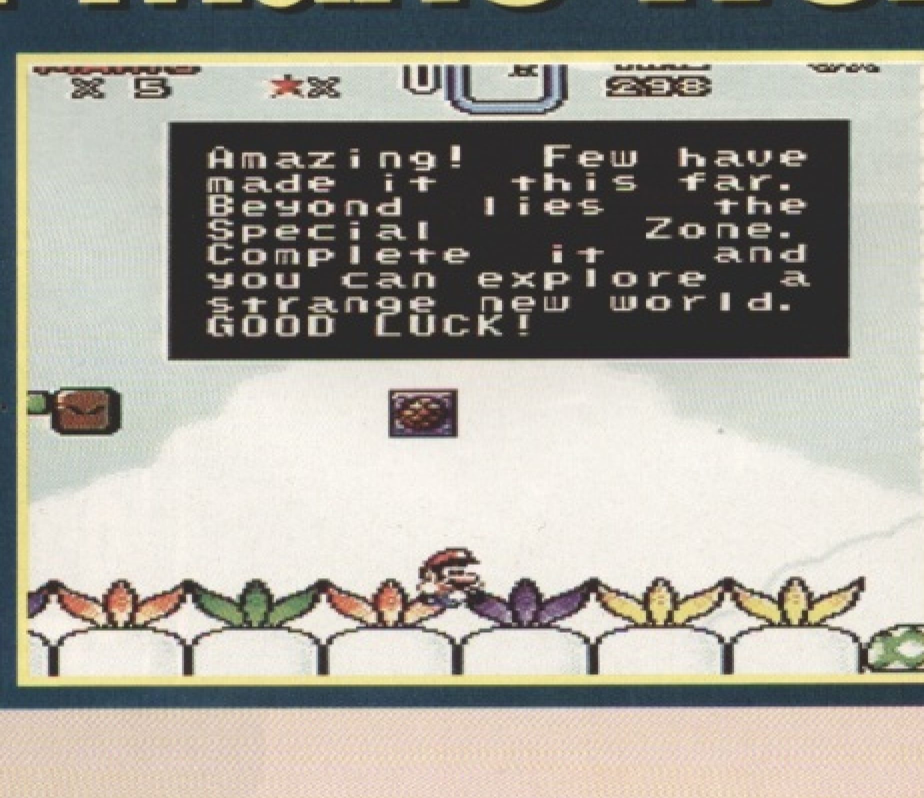
Ever heard boffy spec-heads wibble on about Mode 7 and how train-spottingly groovy it is? Ever wondered to yourself what the flonking nora they're on about? (Nope —Ed). Well, take a peep at *F-Zero* and all will be revealed! This futuristic 3-D super smooth scrolling racing game's so realistic it'll have you reaching for the puke pouch! It's one big adrenalin rush from starting grid to chequered flag. Forget the stuffy F-1 sims, the future's fast 'n' brutal and far more fun! ***ACE 92%***

Super Mario World

First up, in the red corner, weighing in at a fighting 12oz (without packaging!), the undefeated champion, the grand-daddy of all console games, the one, the only, *Super Mario World*. Not only is this arguably the best video game ever, but amazingly it's free, yes, absolutely no wonga required, with your Super NES.

A whopping 96 Koopa-cluncking, mushroom-munching, Yoshi-yomping, levels to conquer in this brand new adventure.

You can't miss this one — it's the ultimate intro to the gob-smacking world of the SNES! ***ACE 95%***



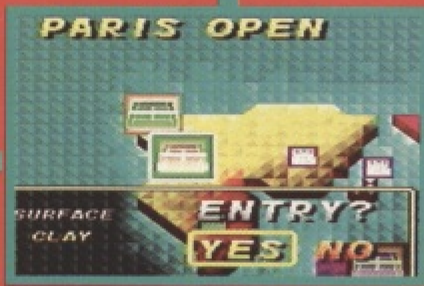


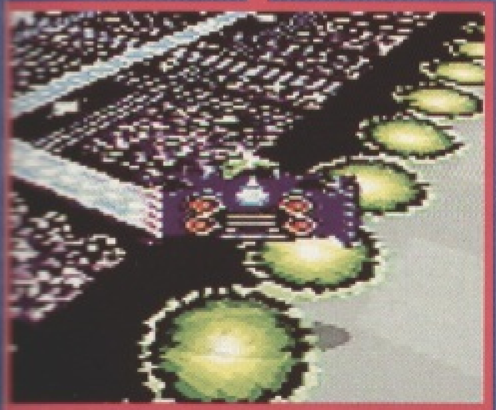




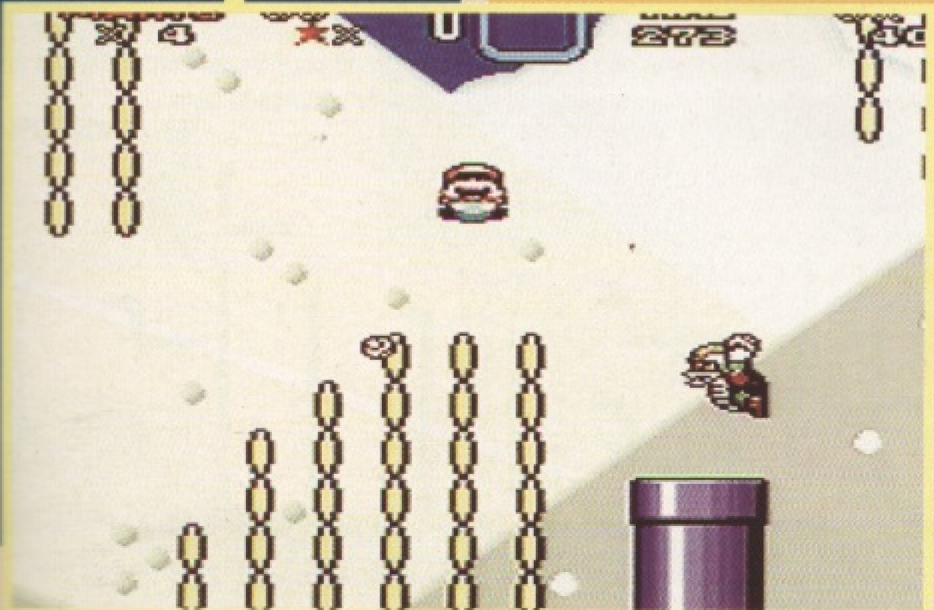
r Tennis





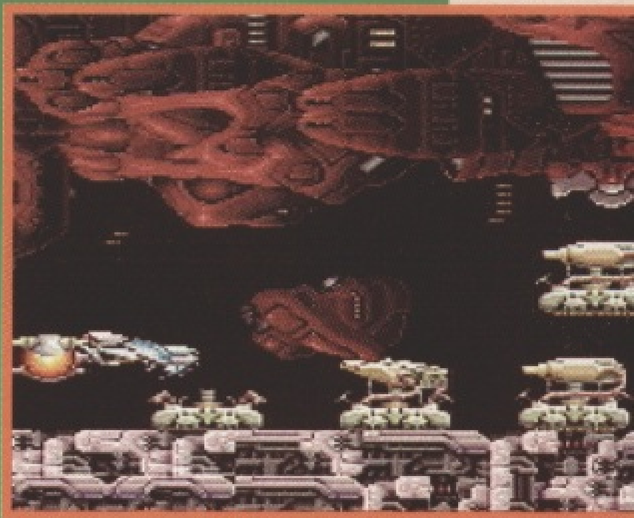


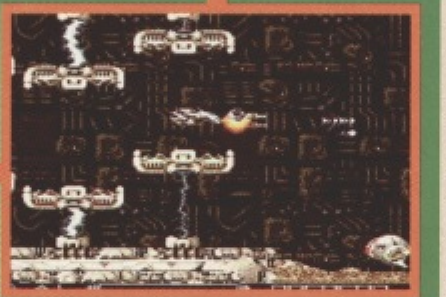


Super R-Type

FIREPOWER! This is what first went through my mind when I hooked up to play this updated, 'blast-the-slimey-green-mutant-alien-scuzz-mothers-to-radioactive-atoms', classic. Oh boy, I wasn't wrong. Droid ships, lasers, bombs, bigger lasers and the old 'hold-the-fire-button-down-for-a-mega-blast'.

If you thought high drama in deep space was watching *Neighbours* on Neptune, think again buddy! This is awesome 3-D shoot-'em-up action oozing atmosphere from every pore! ***ACE 87%***





Super Formation Soccer

Earwiggo! Earwiggo! The UK release of *Super Formation Soccer* means all you footie fanatics can now get your sweat bands on a copy of the ultimate soccer sim. Choose between an Exhibition match or enter the Human Cup. Play solo, or against a mate. Combine your talents to annihilate the computer. Shoulder-shattering barges, leg-biting sliding tackles and an abundance of curly permed neanderthals, make this the most crucial cart on the market!

ACE 90%



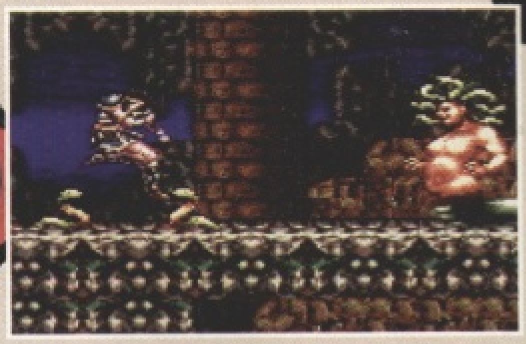




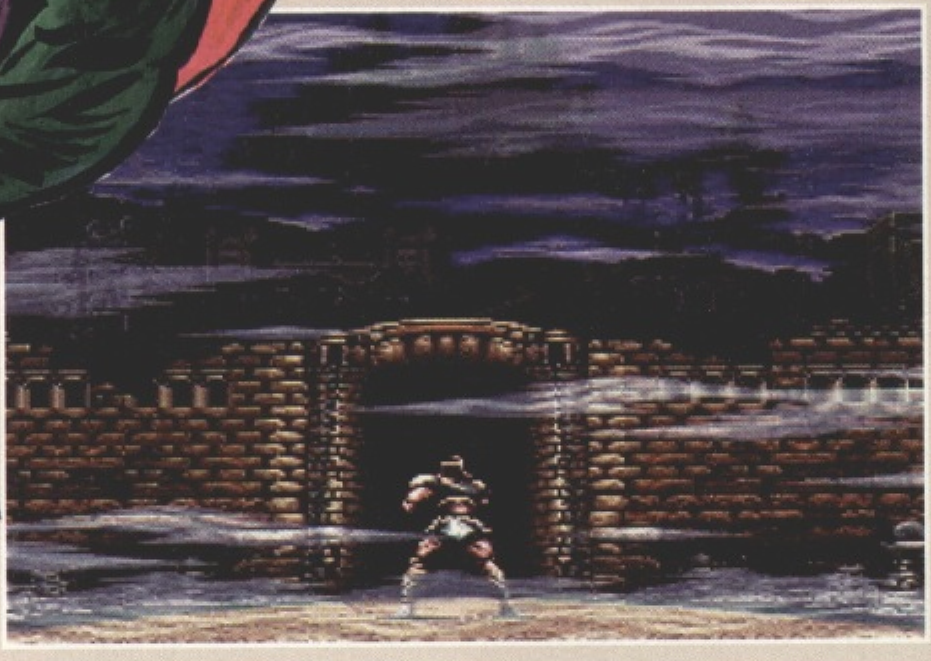
With four jaw-breaking initial releases and the promise of a frequent stream of stunning conversions at regular intervals, SNES owners must be waggling their joysticks with glee! So check 'em out before they sell out! And now to review two more pending UK releases it's over to the man who's so cool he even has Frosties for supper! Take it away Shades (You posing git!)

Producer: KONAMI ■ Players: 1 ■ Price: £45.00
Supplier: KRAZY CONSOLES Tel: 0422 342901





Engage these fat middle-level guardians at your own peril!





There was a dark, dark room with a dark, dark door. Through the dark, dark door was a dark, dark, stairway. And at the top of the dark, dark stairway was SHADES scared shitless wondering how the hell he was hovering in mid-air!?

Transylvania's not known for its hospitality. The neighbours are dead rude, in fact they snuffed it ages ago! Count Dracula decides to hold a bit of a bash to cheer the place up so he invited all his fave ghosts and ghouls around and plays music so loud it could wake the dead — and it does!

This party goes on for yonks! Old fang face finally decides enough is enough — he's gasping for a bit of a kip in his designer coffin and a bit of the tasty red stuff! So he kidnaps one of the gatecrashers, a gorgeous girl by the name of Gwendaline and threatens to mince her up and turn her into a kebab if her fella doesn't clear his house of underworld scum.

Rescuing wimps!

So guess what quest lies in store for the unsuspecting adventurer in *Castlevania 4*? Kill anything that moves, romp around a spectre-ridden castle, collect lots of power-up thingies and rescue anyone who looks vaguely wimpy!

Our brave hero starts with nothing but a feeble leather whip (and a sadistic smile) to crack at passers by. Uncover bonuses by whipping candles (whatever turns you on honey —Ed). The most common is a small heart which restores a smidgen of energy.

Food, extra lives, dosh and extra weapons also turn up occasionally. The leather whip upgrades to a metal chain whip (ooh, whip me whip me, call me names —Ed) that gives ghouls the fright (or frill) of their lives (not my cuppa cha, I'm afraid — might spoil the hairdo). Use knives, axes and shurkens with the whip to deliver a real good thrashing.

Outstanding presentation and excellent graphics

Swing to the beat

Castlevania 4 is one massive game. The journey to rescue the hero's girly takes him through the castle, underground waterways, slimy bogs and strange lands. Fortunately there's a code system that gets you back to where the daring hero last died.

From the main menu select a weird password made up of hearts, axes and potions — not the easiest of codes to remember (specially if you're a wet haddock).

Castlevania 4 really shows off the 3-D scaling and sprite-manipulation abilities of the SNES. One level's played inside a rotating pipeline with the whole background made up of one sprite that's been twisted to give the desired effect.

My biggest moan is that the action is so slow. Most of the level is spent whipping the odd evil being that crops up and collecting endless hearts. Then suddenly things hot up with an end-of-level smeg 'ed that's tougher than Gunns' sarnies diped in the N-Force veggie soup!

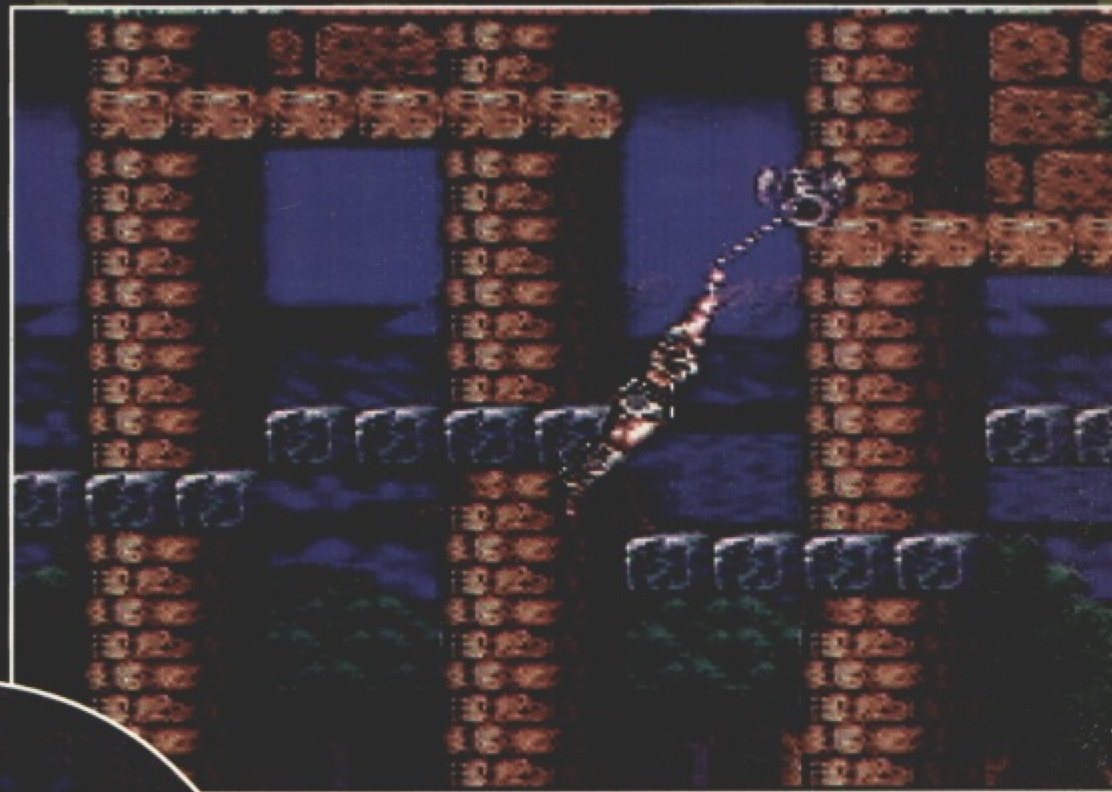
Fans of the slash 'n' bash-style platform game should love *Castlevania 4*. It just could've done with a little more action during the levels to supplement its excellent graphics, but that's not the end of the world. Presentation screens and introduction are simply outstanding with atmospheric sound and the eerie scene of Dracula's grave. If you want to show off your Super Nintendo, this is one of the games to use.

SHADES 88%

Castlevania

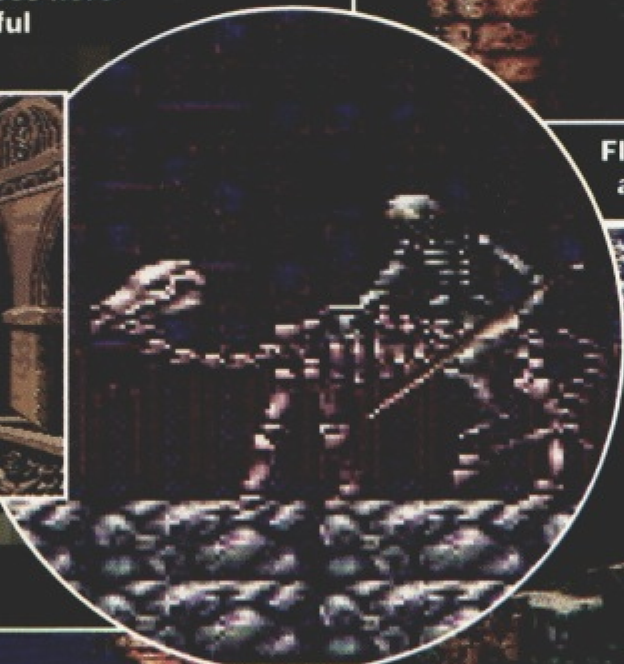


Swinging from the chandeliers... Our fearless hero gives you a visual treat courtesy of powerful custom graphics.



Fly through the air with the greatest of ease, all without the aid of a safety net.





Above: Pray for a password at the altar. Right: The Sunday hunt? — whip the skeletal horse around the head to pass.





Dungeon delving via dangerous drawbridge denisons (left). Time to make a dash before it's too late!

It all starts about lunchtime on a sunny Friday afternoon when we dive in Shade's Ferrari and pose off to the Rose and Crown.....What!....Eh?.....Erm, sorry that packet of wine gums must have fried my brain. Delve into the dark depths of this despicable and depraved world and this charismatic cart bursts into bloom. More colours here than the Chelsea flower festival. From hallowed hall to cobweb-coated crypt, this glorious technicolour extravaganza boasts spectacular 3-D scrolling. With visuals and sonics to match you know you're onto a winner. Golden locks flowing and chest plate a-bulging, the sprites are huge and detailed. Playability's smooth and responsive with loadsa levels to keep ya whip hand happy. My only criticism's the slow pace, but that's like complaining that Mario's got blue instead of red dungarees. Personally, I wouldn't give a 'Castlevania XXXX' for anything else. ***ACE 89%***

N RATING

94% PRESENTATION
- Simply brilliant introduction

92% VISUALS
- Ace sprites, realistic backgrounds

92% SONICS
- Atmospheric sound effects

82% PLAYABILITY
- A lack of action

83% LASTABILITY
- End of levels are rewarding

88% FORCE
- It's good , but not that good.

Producer: SUNSOFT ■ Players: 1-2 ■ Price: £49.99
Supplier: TELEGAMES 0533 880445

Best of British

N-FORCE KNOCKOUT

SNES



Lemmings



Cold-blooded murder has never been SHADES' forté — might spoil his designer pinkies — but he's not averse to standing on the edge of a cliff and chucking off a few reluctant lemmings...

Wouldn't it be great being a lemming? No worrying about your house being repossessed or the wife running off with the milkman. Oh no, all you care about is finding a nice, respectable cliff and splattering yourself at the bottom of it.

If I was a sad rodent, I'd lay a massive guilt trip on any bloke who'd ever racked me off, by leaving a note saying I couldn't live with the strain he'd put me under (I'd also add that his father's a hamster, his mother smelled of elderberries and his wife's a man in drag).

The stars of this game are seriously hideous — if I looked like that I'd probably top myself as well. Wow, what a horrible thought, imagine going through life *ugly*. (You seem to manage fairly well Shades, anyway, stop waffling, and get on with it —Ed).

Hokey-kokey. We're talking pukey cutesiness personified here — cuddly little creatures with with big noses, blue dungarees and massive green wigs plopped on their bonces. To top it all, they've got an average IQ of three below a tomato!

The aim's to guide these idiots from the entrance of each level to the exit. Sounds easy, but it's what lies between the two doors that causes havoc!

The powers that be have set traps for our numbskulls and the landscape's plastered with Lemming-licking dangers — high hills to leap from, rivers of lava to cross and icy plains to freeze their cotton socks off!

Gi'us a job!

So how d'ya guide a hundred tiny Lemmings through the perils in store? Easy! Take a leaf out of Ed's book, get out yer whip and make the rat-finks work!

Pick a job icon, with [X] and [Y] or move a cross-hair over the screen to get 'em climbing, floating, digging, bashing and building bridges. But, get the timing wrong, and all you're left with is an ex-lemming. Move along the rambling landscapes with the cross hairs or use [L] and [R].

The game suits players across the board with 100-plus levels, split into four difficulties — FUN, TRICKY, TAXING and MAYHEM.

The first few are so easy even Ed got her head around them — and that's a major achievement believe me (careful dog-breath —Ed)! These easy-peasy levels don't last long before things heat up with lashings of tricky lay-outs and mind-bending puzzles to leave your brain in a soggy mess!

Either battle against the clock in one-player mode, or annihilate a mate in a two-player head-to-head which splits the screen down the middle and creates two free-scrolling play areas. You get your own set of suicidal-maniacs but instead of concentrating on saving your team, sabotage the other's rescue attempts by placing bombers on bridges, digging deep pits and other horrors!

It's just so downright original!

I've been addicted to this game since it first appeared on the Amiga (cut the blasphemy —Ed). This version seems identical, except the screams of the dying lemmings are terribly muffled — but this hardly makes the game any less playable.

Lemmings will always have a place on the computer game honours list for being so downright original. If you haven't experienced the *Lemmings* invasion yet, it's about time you did!

SHADES 90%



Heave-ho! It looks like the bridge is stuck fast. Why don't the little fellas save time and just shoot themselves through the head?

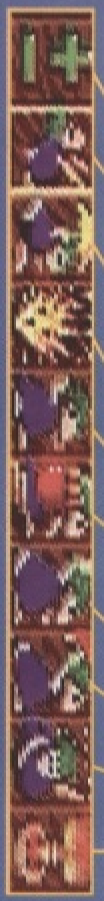


These steel blocks just can't be bashed through. It looks like they've got to go over the top this time.



It's not easy being small with green hair you know! Especially when a large crusher has been placed where I want to walk!

Panel Beating!

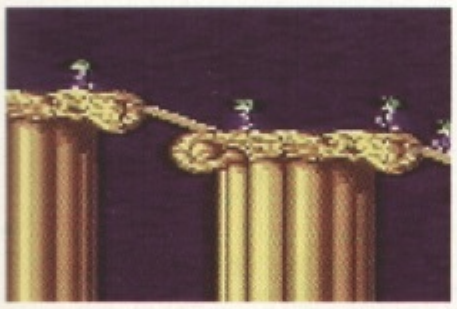


- PLUS/MINUS — For increasing and decreasing the number of Lemmings that plop out of the hole in the sky!
- CLIMBER — Makes a lemming climb up any wall he encounters. But beware! When he reaches the top he will jump back down and splatter!
- FLOATER — How to make a lemming fall without merging with the ground! Give him an umbrella and he can do Mary Poppins impressions!
- BOMBER — Ha, ha! To remove a lemming or just have a laff you can put a bomber on him and watch him pop!
- BLOCKER — Stop the mob from doing something silly by blocking the buggers.
- BUILDER — Got a gap? Need it filled? Then get a builder in to do the job. He may be slow, but he gets there in the end — and jumps to his death!
- BASHER — Burrowing horizontally is this fella's speciality.
- MINER — Similar to the basher but this one digs a diagonal tunnel downwards.
- DIGGER — For digging vertical holes into the ground. Holes that the Lemmings can jump into and die!
- NUKE — Has everything gone drastically wrong! Then NUKE the lot of them and watch them pop!



This crowd will soon be at the pearly gates if a blocker doesn't stop them jumping!



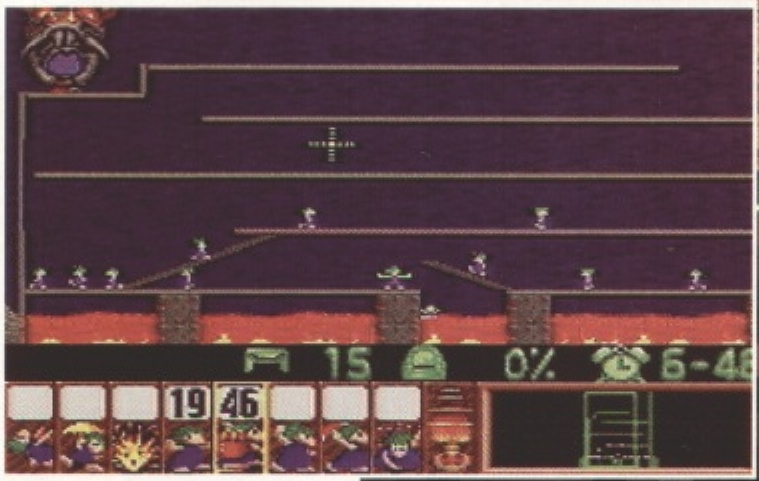




What a dunce. Look at this Lemming happily marching into a vat of green slime!



Stop! Don't do it — there's more to life than being popped!





Smile if you love *Lemmings*: Well I've got a grin from ear to ear (slightly fixed) cos this is a beaut! No pulse beams or death rays, just cute little lemmings, with amusing green hair, falling to their deaths. I enjoyed the falling-to-a-squashy-end bit so much it took me a while to realise you actually had to try to save the suicidal rodents! This makes things a bit more tricky and a lot more frustrating! Darting around the nicely drawn screens with increasing desperation, using the cursor to blow 'em up, turn 'em into climbers, diggers, floaters, builders, bashers, blockers and... bonkers is what you'll be after a couple of levels. In fact it's surprising how lemming-like you become, as the addiction bites, returning, regardless of your mental health, for more and more and...

GUNNS 89%

N RATING

92% PRESENTATION
- Brilliantly animated cartoon intro

90% VISUALS
- Small but perfectly formed sprites

88% SONICS
- Jolly ditties you can sing along to

90% PLAYABILITY
- Levels to suit players of all abilities

91% LASTABILITY
- This game will last... and last!

90% FORCE
- The *Lemmings* rampage reaches the SNES with full FORCE!

Producer: The N-FORCE Gang ■ Players: 5
■ Supplier: Europress Impact Tel: 0584 875851 ■ Price: Incalculable

S.O.B. Stories



We woke up this morning feeling really bad, we blew away some readers an' now we're kinda glad!
We bin readin' letters from London an' Peru, now we're flamin' angry an' we're comin' after you!
We'll never compromise nor take any lip, we'll just come out fighting, firing from the hip!
We're not fair, both sides we'll never see cos each of us is a real mean cussing SOB!

Okay, this is the page where democracy and a free country bit comes in, where we pay lip service to the right of free speech — that sorta garbage. As Ed I get to do the intros, but the rest of the gang will get a chance to mouth off as well, just in case anyone of you dares to contradict their opinions.

If you've got something to say or wanna know something about anything under the sun, scribble it down and send it to: SOB STORIES, N-FORCE, Europress Impact, Ludlow, Shropshire, SY8 1JW.

My God, that was quick...

Gung-ho, chin, chin

I would just like to say how much I admire Mr Gunns. He's the fearless gung-ho type that's sadly lacking in today's society. I really enjoy his reviews and look forward to reading more of the same in issue two Bang! Bang! Keep up the good work. By the way, what does S.O.B stand for?

■ *General Sir Horace Pith-Fondle Balsome (Mrs)*

It could stand for whatever you want, really. I remember the day we all got a pay cut to help towards the cost of R's plastic surgery. We began by sobbing and ended up calling our beloved R something to do with sons and female dogs. It could mean: Sod Off Brainless, Stupid Old Bag! Or that other curious Americanism — 'Sum'bitch', which is what we always called our maths teacher behind her back. Okay?
■ SOB-Ed

Indecent exposure

Dear SOB,
The infidel you call Gunns is a complete fraud. I know, I had the misfortune to be at school with him. So I know the nearest he's been to a gun in his short, depraved life, is the time when Miss Fossdyke lent him the starter pistol at the infant's sports day.

I suggest this sad character is out to con the paying public into thinking he's well 'ard.

I intend to expose him for what he really is: a member of the Jim Bowen Appreciation Society, who wears yellow tank-tops, purple flares, has sideboards your granny would be proud of and platforms bigger than Glasgow's Central Station. Come outta the closet Gunns, we know who you really are — Graham!!!

■ *Harold McKenzie, Hemma Roads, Pile Dutton*

Gunns can't answer this tricky one in person, cos he just popped out and he's on his way to your house now with a special edition multi-loading twin-phase plasma cannon. You're honoured, Gunns don't put down his new copy of *Genocide Weekly* for just anybody.
■ SOB-Ed

Mario madness

Dear SOB,
Are games real life? I ask this question while shooting a mutant avocado in *Super Beverly Sisters 3*. My problem's that I can't put things into perspective since buying an SNES.

If my mother comes in my room with a cup of tea, I don't know whether to blast her Carmen Rollers or welcome her with open arms. If my father bullies me into getting out of bed, I'm not sure whether to collect 12 gold coins from his toupé or make pleasing remarks about his Marks and Spencer nightwear.

It's lucky I've got Mario and Luigi, who visit me every day. We have lashings of ginger beer and make merriment way on into the early hours!

■ *Mr R. Type, Iggy's Castle, Vanillaton*

PS. I think your mag's great, can you tell me what it's called?

Look, I know damn well Mario *and* Luigi hate yer guts (and can you blame them?). I'd suggest the following plan of action, you poor deluded Grahamish type imbecile:

1. Blast yer mother's arms
2. Feed yer father's toupé to the hampster
3. Kill yerself
■ SOB-Ed

Ace in the hole

Dear SOB,
Okay, I've read it all now, and I thought it was pretty good, with the exception of Ace. Who is this Ace? Why is his head so enlarged with ego-mania? I don't believe for a minute that he knows the first thing about any Nintendo system, let alone how to play the games. He sounds to me like the kinda person who thinks Mario is a blue hedgehog.Tell him from me, that I think he's an Ace Hole.

■ *Yoshi Kawasaki, The Bike Centre, Tokyo*

Sorry, but I'm just the finest gamesplayer in the country. I can't help being modest, charming and amazingly dexterous — and I do it with both hands, too.
■ SOB-Ace

Confused

Dear Mr S.O.B
As a long time reader of your brilliant mag (ever since page one — yup, *that* long ago), I have nothing but praise for this amazing phenomenon that is N-FORCE. But I'm slightly mixed up. How come you're already printing readers' letters when this is the first issue?

■ *Ms Con Fused, Puzzled Street, Muddle.*

Dork (or is that dork-ess?)! Don't you know anything about new magazines? We go out on the streets and canvass people for their comments. Okay, I'm telling porkies. N-FORCE is so damn good, up to the minute and on the ball that it gets there before it left!

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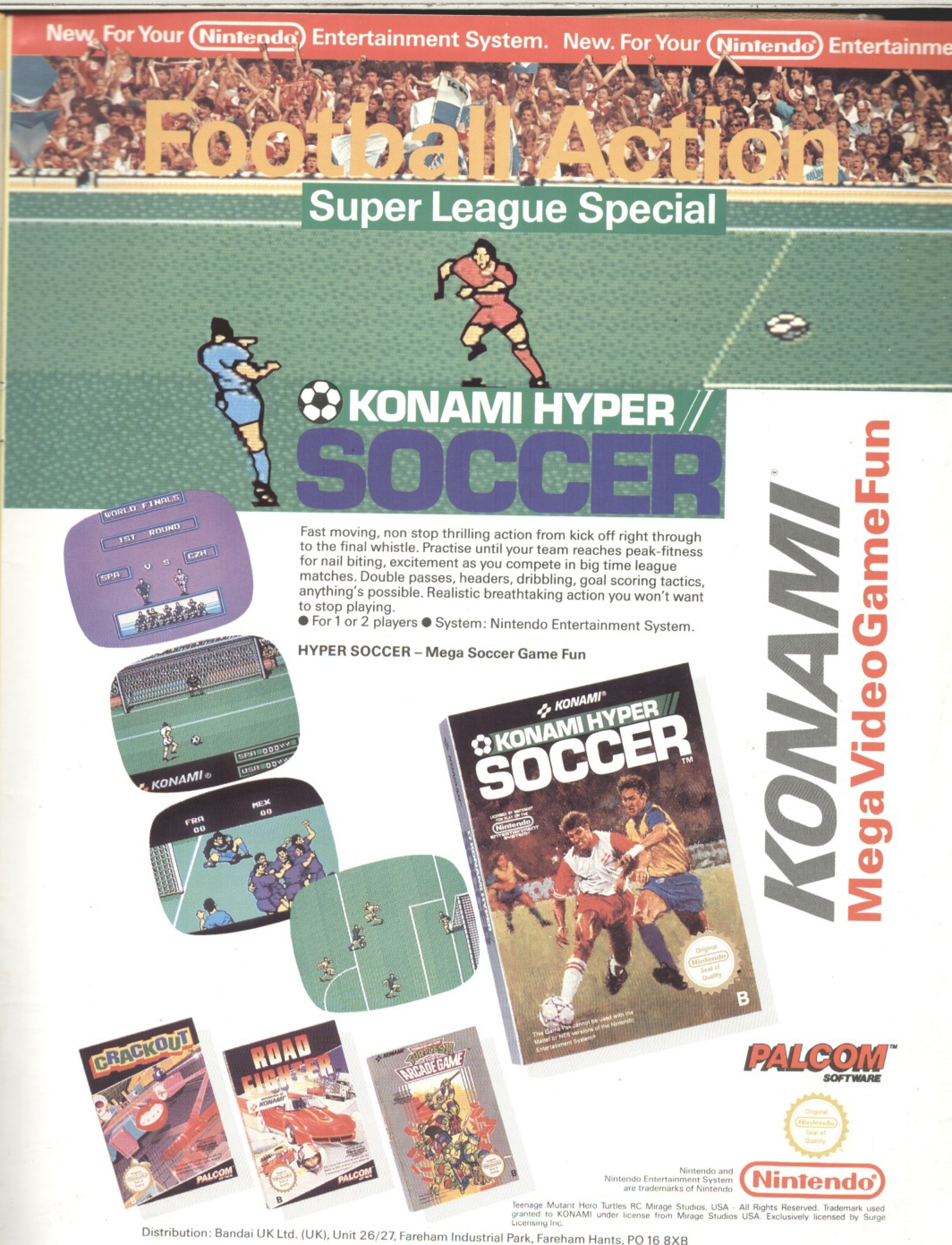
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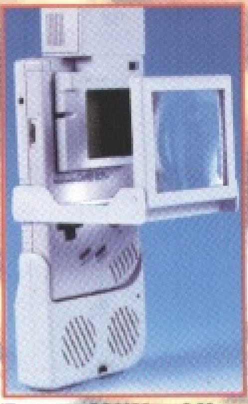


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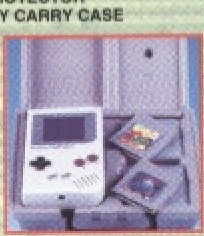
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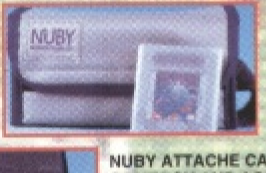
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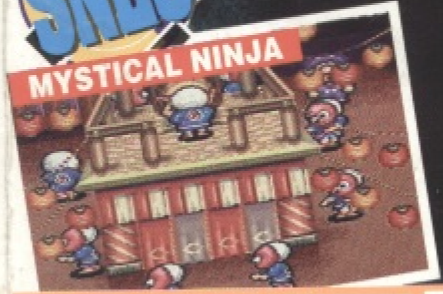
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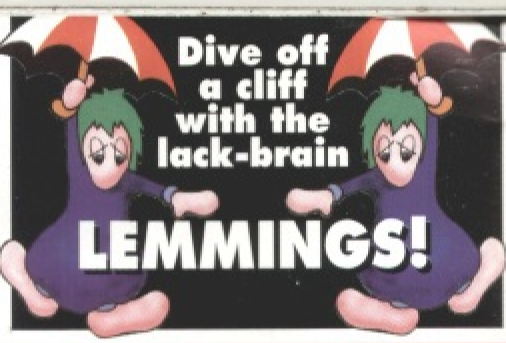
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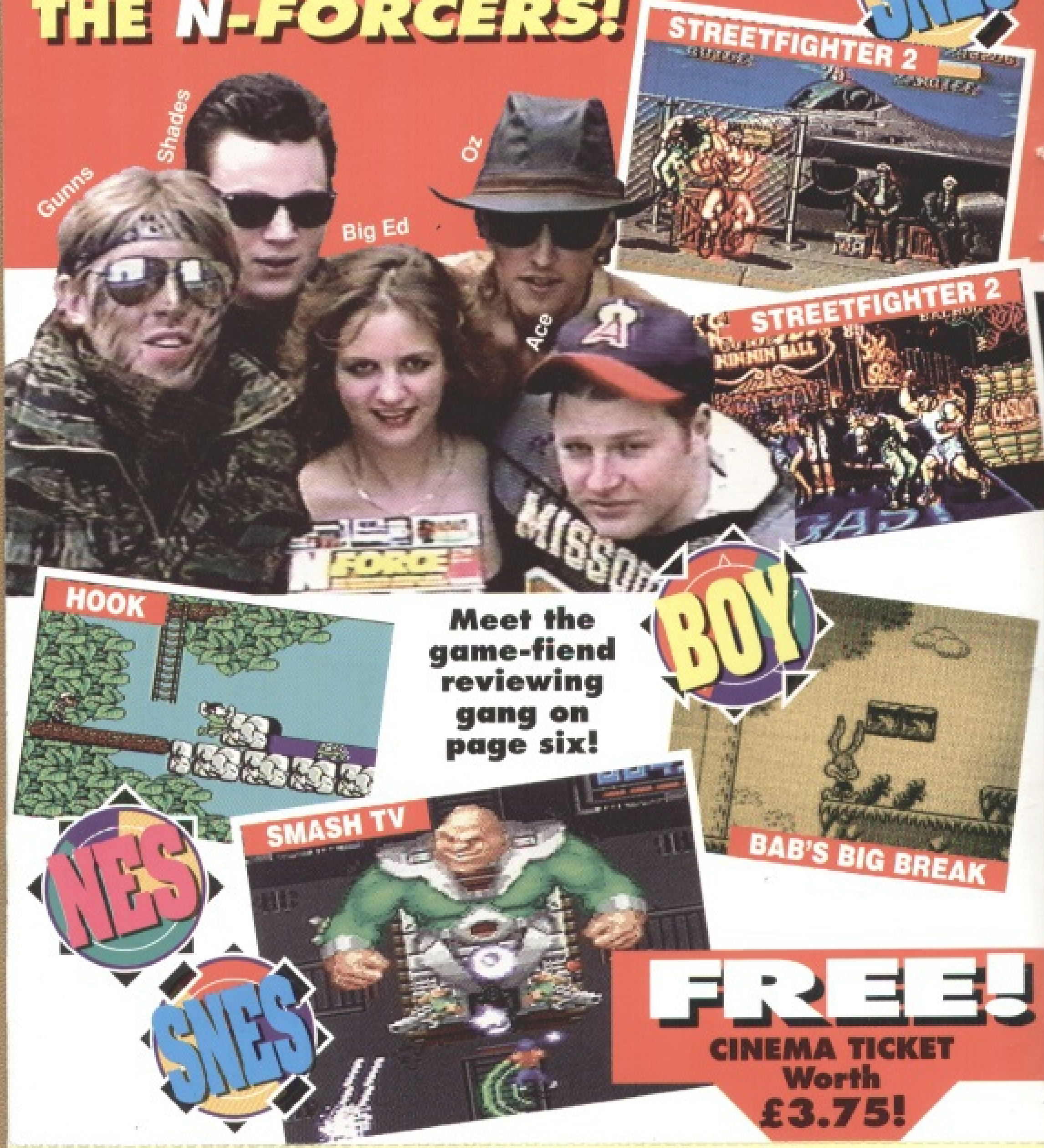
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